

THE BIG BREAKFAST MASTER BLASTER MAYHEM OFFICIAL ENTRY CARD

NAME

ADDRESS

TELEPHONE

AGE

(IF YOU ARE UNDER 18 PLEASE GET A PARENT OR GUARDIAN TO SIGN HERE)

☐ I CONSENT TO MY SON/DAUGHTER BEING ENTERED INTO THE BIG BREAKFAST MASTER BLASTER MAYHEM CONTEST AND AM WILLING FOR OUR FAMILY TO APPEAR ON TELEVISION IF THIS IS THE WINNING ENTRY. (THE WINNING FAMILY WILL BE CONTACTED IN PLENTY OF TIME TO MAKE ALL NECESSARY ARRANGEMENTS!)

SIGNED
RELATIONSHIP TO ENTRANT (EG: FATHER)

☐ TIE BREAKER: (COMPLETE IN NO MORE THAN 15 WORDS)
ME AND MY FAMILY SHOULD BE ON THE BIG BREAKFAST BECAUSE....

QUESTION ONE

THERE IS A MASTER BLASTER SECTION ON THURSDAY'S BIG BREAKFAST AT 7.45AM - WHO PRESENTS IT?

- ☐ BEN THE BOFFIN
- ☐ NIGEL THE KNOW-ALL
- ☐ HARRY THE HACKER

QUESTION TWO

MASTER BLASTER IS SOMETIMES PRESENTED BY ZIG AND ZAG ON MONDAY'S. WHO ARE ZIG AND ZAG?

- ☐ COMPUTER GAME PROGRAMMERS
- ☐ FOOTBALL SUPPORTERS
- ☐ ALIENS FROM THE PLANET ZOG

QUESTION THREE

WHICH ONE OF THE FOLLOWING IS NOT A BIG BREAKFAST FEATURE?

- ☐ TRUTH OR DARE
- ☐ GUESS THE MESS
- ☐ THE CRUNCH

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(C) PUT A STAMP ON THE CARD AND POP IT IN
THE POST

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THE BIG BREAKFAST BED NEXT TO

PAULA YATES!

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ter II, Sonic 2, Action Replay, Gladiators, Disney, Thunderbirds and Harley Davidson are all
panies. We are not related or endorsed by them.

amiga FORCE

W

■ ISSUE 4

■ APRIL 1993

READ ALL ABOUT IT

From Dynamite to shocking revelations, the news section makes a reet rivetin' read.

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RAVE REVIEW

Lemmings 2 jumps into the A-Team's hands, and the crew try to blow them up (again!). Altogether now... 'Oh No!'

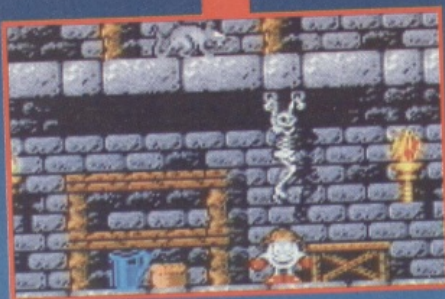
10



DIZZY FEATURE

'Chick Chick Chick Chick Chicken... Lay a little egg for me'. Oh, and have a look at this feature too, eh?

15



DIZZY COMP

You've read the feature, now enter the competition and you could win a Dizzy game that's never graced the Amiga...

17

BEATEN AT THEIR OWN GAME!

Sensible Software programmers in 'Beaten By Readers' Shocker.

12



SENSIBLE LEAGUE

	P	H	D	L	F	A	PTS
1 RUSSIA	7	3	0	0	24	7	14
2 DENMARK	7	5	1	1	25	10	8
3 BELGIUM	7	5	1	1	22	10	8
4 GERMANY	7	3	1	2	14	14	7
5 HOLLAND	7	1	2	4	8	22	4
6 LITHUANIA	7	2	0	5	8	15	4
7 ENGLAND	7	1	1	5	8	20	3
8 ITALY	7	1	0	6	8	22	2

CHARTS

The top-selling 100 games for the Amiga — is Street Fighter 2 still kicking butt?

24



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BUDGET BARGAINS

As a bird would say in spring — 'Cheap Cheap Cheap (twirble) Cheap Cheap Cheap'.

SURVEYING THE SCENE

Your chance to air your views on how AMIGA FORCE is shaping up.

19

JUST AROUND THE CORNER

What to expect on the software front during the coming months.

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THE TIPS S



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AF ■ APRIL 1993 ■ ISSUE FOUR ■

WHAT'S HERE?

RICH PICKINGS

The latest top-dollar releases are examined, nay, scrutinised by our panel of experts.

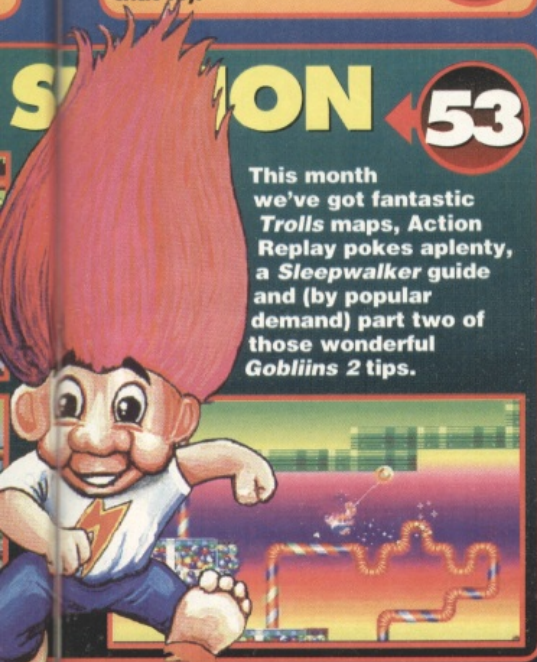
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POSTER

Poster? Ha! You can stick it (on your wall, that is).

42



This month we've got fantastic *Trolls* maps, *Action Replay* pokes aplenty, a *Sleepwalker* guide and (by popular demand) part two of those wonderful *Goblins 2* tips.

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LETTERS

More comments and insults concerning the Amiga world and its bestest specialist superist (wordyest correctist) mag.

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52 OUR PRICE IS RIGHT!

The Amiga top 20 up for grabs, courtesy of Our Price Records.



GOING PUBLIC

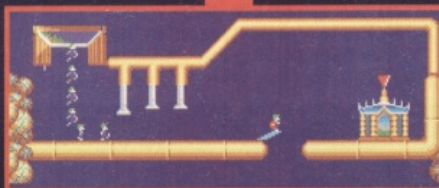
Loads more PD and Shareware (not to mention Licenceware) for you to read about and buy...

48

LEMMINGS LIFELINE

Nuke them! Nuke them! NUKE THEM! I'll show them 'Oh No!', little blue swines that they are...

70



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81 SUBSCRIBE!

Yep, and get some free games into the bargain.

CUT-OUT 'N' CHEAT

You can leave 'em in the magazine, stick 'em in the disk boxes, or make your own filing system. The choice is yours.

71

NEXT MONTH

Withdrawal symptoms already? Here's what you can expect in the not-so-distant future...

82



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IMPACT

Creating
90s
reading

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ABC

READ ALL ABOUT IT!

In my Editorial column last month I took the opportunity to have a rant about rival mags and their so-called 'policies' of reviewing finished games only. I was, if you'll recall, pretty peeved-off with the whole situation... but this month I'm *really* mad!

Having just telephoned Acclaim to ask if review copies of their forthcoming releases *Alien 3* and *Bart Vs The World* were available, I was stunned to discover that neither game is finished yet. Most of the work has been completed, explained a very helpful Alison Cressey, but Acclaim are not prepared to release the games either commercially, or to magazine publishers for review purposes, until they are satisfied that they're as good as they possibly can be.

Now while this is a noble and welcome attitude for Acclaim to hold, it still perplexed me. How, for example, did one of our rivals manage to come across a version of *Alien 3*, complete or not, then review and rate it before anyone else? Well the simple answer is, they didn't! A demo of the game has been circulating for some time now (we used it as the basis for our Preview), and the screenshots they used were ALL taken from this. As for the rest of the game, well, it does look as if it's going to be very close to the Sega Mega Drive version so it's altogether possible that they played and reviewed *Alien 3*, the cartridge incarnation.

As far as I'm concerned, that kind of gamble just isn't worth taking. 'You may have read it here *last*, folks, but at least it was accurate' is not the kind of boast you'd want to put on the front cover — but reviews of Sega cartridge games are equally unwelcome inside the mag, too.

Thalion's Tony King is similarly upset. Having sent pre-production demo disks of their latest masterpiece, *Lionheart*, to a couple of mags, Tony was 'very upset indeed' to discover that, and I quote, 'the magazines reviewed and *rated* the demos in their overzealous attempts to gain an exclusive!' We didn't even receive the demo (that's why we've not previewed it) but I can guarantee you, and Tony, of this: had we got the demo there is no way on Earth that we'd have written any more than a Preview of it.

So, if it's unbiased reviews of the games which actually go on sale you want, you know where to look...

May The Force Be With You

Steve

Steve Shields, Managing Editor

EXPLOSIVE LIQUIDATION

If you're an avid *Watchdog* fan, you'll probably have seen the piece they did on Dynamite Computers at the end of January. It seems that people were sending in orders left, right and centre, only to receive little (or nothing) in return. Cheques were sent, postal orders delivered, and still the requested software was conspicuous by its absence.

Well, sadly it seems they've now gone into liquidation. While several interested parties are looking into buying the company, people are advised NOT to send any more orders. If you've sent a cheque or postal order to the company and still haven't heard anything, then write a letter detailing what you've sent and what you were expecting to receive, and send it to: **Panel Kerr Foster, 159 Charles Street, Leicester LE1 1LD.** They'll check that you're not a con artist, and then do their best to help you. Liars and cheats will be struck down by flaming Pop Tarts — so be warned!



COMICAL COMMODORE

Commodore have just announced the release of their new A1200 pack, which sees the thoroughly marvellous 32-bit jobbie bundled with the Ocean/Comic Relief game, *Sleepwalker*. The price will remain £399 but, for every one of the 25,000 available packs sold, £10 will be donated to Comic Relief. Commodore assure us that this will mean a guaranteed £250,000 going to everyone's favourite charity and, judging by the sales figures for the new machine, that's no idle boast (it sold by the lorry load over the Christmas period, and is continuing to turn a tidy profit for retailers throughout the land).

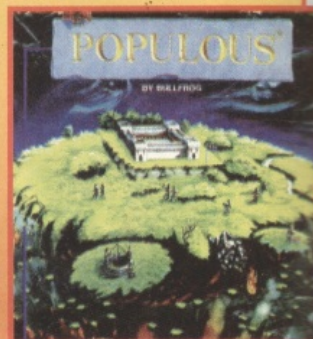
We've been playing the A1200-only version of *Sleepwalker*, and can assure potential purchasers that the game is pretty special — check out the review on page 34 for more details.

THE ART SQUAD

Electronic Arts have recently signed a deal with Ocean's Hit Squad budget label, allowing them to release several of EA's older titles. This should include (in time) other, more recent games but for the moment

you can expect to see products like *Budokan*, *Populous* and *Hard Nova* reaching your Amiga for between £7.99 and £14.99.

The Budget Bargains section must be positively shivering with anticipation...



OUR PRICE

MUSIC

THE PRICE IS RIGHT?

News just in from Our Price record stores. Apparently the chain have finally decided to do the sensible thing and start stocking computer software, and would like us to tell y'all about their delightful decision.

The music industry has been hardest hit



READ 'EM AND WEEP

Get those hankies out folks, 'coz it's ECTS time again! The European Computer Trade Show, held in Islington's Business Design Centre twice-yearly, is one of the biggest, brightest and busiest software events in Europe. Trouble is, though, unless you actually work in the computer industry you won't be able to attend — yep, it's strictly trade-only, we're afraid. If you're not going to be able to sample the delights of this Spring ECTS, then, why bother telling you it's on in the first place? Er, good point...



of all in the great computer-games boom — young people's pocket money used to keep the turntables spinning across the UK, but now pop stars are trading in their snazzy sports cars for more economical forms of transport as the audio recession bytes deeper!

So now you can play the game, listen to the soundtrack, watch the video AND wear the T-Shirt...all without leaving the one shop!

If you've recently purchased an A1200 and you're feeling lost, confused and generally bewildered by the operating system, worry no more. Help is at hand in the form of the *A1200 Insider Guide* by Bruce Smith Books. BSB are renowned throughout the Amiga world for producing well-written and informative manuals, and this one's no exception.

With 256 pages crammed full of useful information and helpful illustrations, it's an essential buy if you want to know more about your 32-bit wonder and its accompanying Workbench disks. Retailing at £14.95, you can either look for it in your local book store or order it straight from the company. In fact, Bruce is a big fan of

AMIGA FORCE, so when we phoned to confirm that we had the correct address, he suggested a special £2 OFF deal exclusively for our readers (wotta brill bloke, eh?). So, just fill out the coupon, and send it with a cheque/postal order for just £12.95 made payable to Bruce Smith Books Ltd.

If you don't have an A1200 and, obviously, don't want the book, feel free to write to BSB for details of their extensive range — similar User Guides for the A600 are available, as well as a wealth of other volumes detailing practically everything Amiga. All are presented in Bruce's non-nonsense, user-friendly style, and are highly recommended by our good selves.



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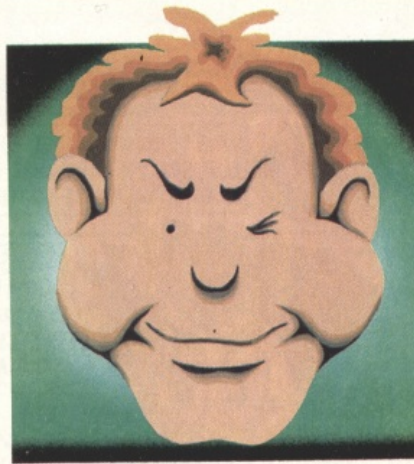
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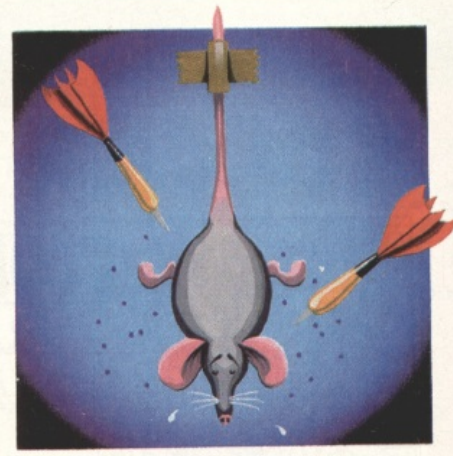
GARETH FOSTER



To boost my high scores...



I've devised a gadget to improve my hand/eye coordination...



...if it'll stop wriggling.

THE BIG BREAKFAST

MASTERBLASTER MAYHEM!

PSYCHEDELIC SENSATION!

It may look like someone's lost their lunch over your computer desk, but the all-new Splat!Mat from BBD Dust Covers is just the job for mouse manipulators who thrive on individuality. You see, due to the manufacturing process no two Splat!Mats will ever be the same!

Made from the latest high-density compounds, this unique accessory not only looks good, it works well too. A 'carpet-like microscopic pile' is how the makers describe the working surface of their pliable product, all we can say is that it feels as weird as it looks. In practice, the mat performed exceptionally well; sticking to the desk with a tenacity usually reserved for James's bogeys, it's non-slipability is matched only by the excellent 'trackability' factor (ie the mouse's ball rolls really well on it!).

Don't take our word for it, though, why not enter our mini competition in an effort to win

one of your very own. BBD haven't decided how much to charge for the Splat!Mat yet, but tell us it'll be not too far off the £9.95 mark. Further details about this, or any of the BBD range of accessories can be obtained by phoning the company on (0257) 425839, or you can write to them at this address: BBD Dust Covers, The Standish Centre, Cross Street, Standish, Wigan WN6 0HQ.

EEK! 25 FREE SPLAT!MATS UP FOR GRABS

To trap a splatterful mouse mat of your very own from BBD, simply answer the simple question below, and put your answer (along with your name and address) on a postcard — or sealed-down envelope — and send it to: **SPLATTER MATTER COMP, AMIGA FORCE,**

Europress Impact, Ludlow, Shropshire SY8 1JW. Entries to arrive no later than 18 April '93, when the first 25 correct entries outta the bag will win...

THE MOST TAXING QUESTION:

Name one other computer-related product available from BBD Dust Covers (and if you get this wrong, seek medical help immediately!).



Every month in AMIGA FORCE, Ben The Boffin from Channel 4's Big Breakfast computer-games section (Master Blaster, Mondays and Thursdays, 7.45 am) will be providing terrific tips on the game of YOUR CHOICE! How will this work? Easy...

Here are four screenshots from new releases, with the titles of the games and a telephone number. To vote for tips on the game of your choice, simply dial the number, listen to the message, and your vote will be registered! Whichever game gets the most calls will be tipped in the next issue, it's as simple as that.

Now before you start sneering in a cynical 'what a rip-off' fashion, let us point out one very important fact: Each call will cost **no more than 10p**. Yes, that's right, just TEN PENCE is the only charge. We could have asked you to write in with your choice, of course, but the cheapest stamp would set you back 18p so, instead of getting ripped off, if you DO want to vote you'll actually be saving money!

STOP PRESS! The closing date for our special Master Blaster competition (see the card on the front cover) has been extended to April 18th 1993. Er, whoops!



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4D Sports Boxing.....	11.49	Fire & Ice.....	15.99	Nick Faldos Champ Golf.....	23.99	Urdum 2.....	17.49
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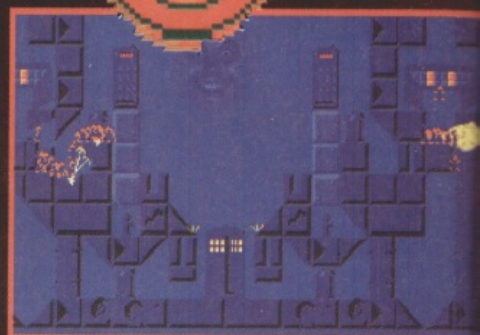
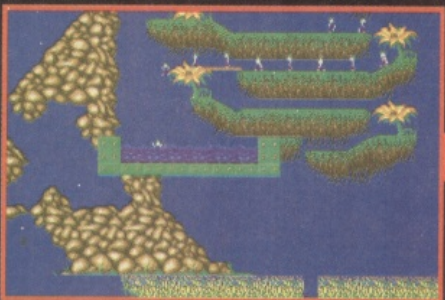
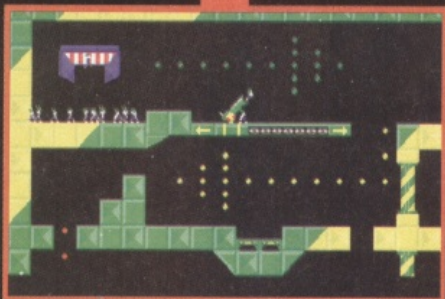
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Lemmings Tribes



■ Psygnosis, £29.99

Lemmings 2 is a distinct improvement over its predecessor. Whereas *Oh No! More Lemmings* was merely an extra-levels package, *Tribes* is a mixture of old ideas with a whole lot of new. At the end of the day, there's still the same game behind all the fresh cosmetics, but this is a sequel that moves forward, as opposed to the usual sideways. Personally, I think it kicks the original clean out of sight, and does a stomper all over the rest of the competition.

If you've never seen (or heard) of *Lemmings*, then you've been missing something special. There's some argument as to whether it was a

'god' game or tricky puzzler, but essentially it had you saving the little furry guys from certain death. This was done by clicking on icons along the bottom of the screen, representing different abilities, and then awarding them to the appropriate sprite. Using a mouse, you'd have a limited amount of time to get a set quota into an exit portal. Fail, and you'd have the pleasure of nuking the level and watching the little ones explode. It really was an innovative idea, and soon you were hooked, with little Lemmings digging, floating climbing and exploding all over the place.

The sequel's story line tells us that after the original game, the surviving Lemmings discovered an island. Splitting up into groups, our furry friends colonised various areas, and took up characteristics unique to that section (hence the 'Tribes' title). However, after living happy and relatively suicide-free lives for a period of time, a dark shadow was cast across their land. A disaster was about to happen, and the only way this could be stopped would be to use a special amulet.

Sadly, it wasn't as easy as that. The amulet was split up into several different pieces, scattered among the different tribes. To save the Lemmings and their land, these pieces had to be collected and assembled...

Solo salvation

One of the biggest departures from the original is that only one Lemming has to be saved per level. The idea behind this is that the Lemming carries the amulet piece — simple, really. Of course, purists will want to save them all (Psygnosis assure us that it's possible) and *Lemmings 2* caters for and positively encourages this.

Nevertheless, once you've ploughed through the screens on one section, that amulet piece is safe and ready to be joined to the others.

Each tribe (and their dozen or so screens) can be accessed through the wonderfully drawn map screen. Believe me, the variety is great — we've got Space Lemmings, Circus Lemmings, Highland Lemmings (with red hair!) and many

“ Even if you didn't like Lemmings, this will convert you ”

■ What can you say about a game as compelling and complicated as this in so short a space? Innovative, amusing, entertaining, refreshing and graphically dazzling would be good for starters, but none of these superlatives really do justice to such a monumental milestone in computer-gaming history. Taking a good idea and improving upon it is a skill usually reserved for our friends from the Land Of The Rising Yen — maybe the DMA Designs team responsible for programming *Lemmings 2* have been on an oriental sabbatical? Whichever way you look at it, this game is a winner from start to finish... I just hope that the slightly inflated price-point won't blind many potential buyers to its charm. ■





■ It was easy to see how the original *Lemmings* could be improved upon by adding more variety and extra abilities — the real difficulty was in doing so without totally ruining the brain-bending playability. Well, the good news is that programmers DMA Design have managed to change enough things to make it distinctly different from its predecessor, but they haven't thrown the baby out with the bath water. The heart of the game remains intact, but it's even funnier and more fun to play. Some of my favourite new Lemmings are the Archers (the cursor aiming system is dead easy to use), Fillers (who pour cement into holes), and the more violent Flame-throwers and Mortar-firers! There are over 50 such talents to be discovered throughout the levels, making progress even more satisfying than before. If you miss *Lemmings 2*, you may as well jump off a very high bridge! ■



■ Is it a bird? Is it a plane? No! It's Super Lemming! One of the most hilarious characters in the game, this guy'll have you in fits.



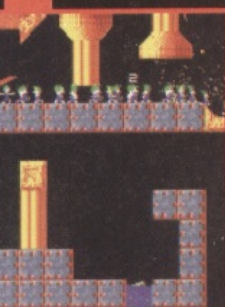
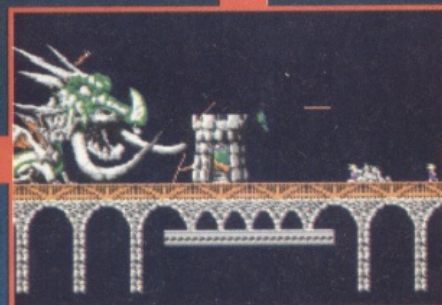
more, each with special abilities essential for their survival. I won't list any of those — I had so much fun discovering them for myself that I'd be a so-and-so to spoil it for you — suffice it to say that the Super Lemming is absolutely hilarious.

With *Lemmings 2*, you can access any tribe at any point, with your achievements in each area recorded in memory. Obviously, this makes a password system impractical, and so a 'save game' option has been included. Other additions include a 'fan' option to blow floating furries in the appropriate direction, and a 'fast forward' switch to speed up the game (as seen on the Macintosh version of *Lemmings*). Also, the levels are accessed using multidirectional scrolling (as opposed to simple left-right). This means larger (and ultimately more complicated) levels. Great stuff.

Even though I liked *Lemmings*, I grew tired of it after a while, because things began to get a little repetitive. With *Tribes*, though, you've got an excellent (not to mention amusing) spread of levels, each offering just as much as the original did. I'd even go as far as to say that even if you didn't like *Lemmings*, this will convert you. The graphics are superb, with the best miniature sprite animation I've ever seen, and the sound is as catchy as it is irritating (when you lose horribly, that is...). Man, I've just got to go play it again!



TIP TIME! Pause the level before any of the Lemmings drop, so you can have a good look around the landscape to see what must be done.



■ Look familiar? That's because this area of the game is called 'Classic' and it pays homage, in a manner of speaking, to the game's initial inspiration.



■ The new Grappling Hook Lemming (right) is essential to reach all those awkward places...



BEATEN OWN GA

At last, the eagerly awaited **Sensible Soccer Challenge** kicks off. In Issue Two we invited readers to send in disks containing highlights of their most glorious victories. The best two won a trip to the A-FORCE offices for a special league involving the programmers of the game, and the A-FORCE staff. **JAMES 'OWN GOAL' PRICE** commentates on the action...

After throwing down the gauntlet in Issue 2, we were inundated with disks containing highlights of our readers' soccer exploits. It seems many of you fancied your chances against the *Sensible Soccer* programmers and, after a lengthy bout of professional judging, we decided upon two talented individuals, namely Tom and Michael.

They arrived just after the specified 10 o'clock meeting time, but the programmers were nowhere to be seen. After roughly an



■ Phil bangs in a scorcher from the half way line, while James is half way to the humiliation of a lifetime!

hour and a half of waiting, they crashed into the car park with all manner of engine revving and apologies. Introducing themselves as Chris, Jools and Jon, they signed the visitors' book and boldly strode into the challenge room.

After choosing our favourite teams, we plunged straight into the action, with Phil's Belgium against Michael's Denmark. It's widely agreed in the office that Phil King is consistently the best *Sensible* player, even though he's been trashed by both Steve and me on certain occasions. With this in mind, it came as something of a shock when our demonic Dep Ed was held to a 4-4 draw by the plucky young reader.

Next in line was my illustrious self (England) and Sensible Software's Jools (Germany). In a match involving every expletive imaginable

JAMES: 'I hope you all die horribly in a freak yachting accident'

and a high mortality rate due to some excruciatingly bad English fouls, I found myself at the wrong end of a crushing 6-0

defeat. After finding a shady corner to sulk in, I handed over the joystick to Cardiff supporter and Managing Editor, Steve Shields (Holland). He'd certainly drawn the short straw for his first match: his opponent was none other than

Chris, the guy who actually coded *Soccer*.

Steve (predictably) lost 2-1 in the end, and our other visiting reader (Tom) was the engineer of a surprise victory over Sensible's resident guru, Jon. With this final score of 2-1, the first group of matches where finished, and the AMIGA FORCE crew found themselves in the lower area of the league...



■ NAME: Steve Shields
■ AGE: 28
■ OCCUPATION: Managing Editor
■ TEAM: Holland



■ NAME: Phil King
■ AGE: 24
■ OCCUPATION: Deputy Editor
■ TEAM: Belgium



■ NAME: James Price
■ AGE: 18
■ OCCUPATION: Staff Writer
■ TEAM: England



■ NAME: Tom Yates
■ AGE: 16
■ OCCUPATION: Student
■ TEAM: Russia

AT THEIR GAME!

CHALLENGE

...OVER TO YOU, STEVE

■ I was over the moon when I saw the amount of entries we received for this challenge, but soon felt as sick as a parrot when I witnessed the sheer brilliance on display. Surely no one could score from *that* angle!? Obviously, the league was going to be tough. Very tough...

As it happens, I was entirely correct in my assumptions. But what I didn't count on was the ineptitude of the programmers themselves! Okay, so the boys were playing away from home turf — but they brought their own joysticks and (minor point this) they *did* program the game. At the end of the day, the best man won (congratulations again, Tom, you deserved it), and a good time — plus a few pints! — was had by all. Would I do it again? Watch this space, for plans are already afoot(ball). ■



Phil had no problem with that; the 2-0 thrashing put him in a fairly comfortable second place.

Pressing on, Tom continued his amazing title fight with a 2-1 win over fellow reader Michael. Steve managed to scrape a 0-0 draw

■ **Jools fights frantically with the controls as his erstwhile attackers wander aimlessly about the pitch...**



Ever seen my impersonation of Stan Laurel? Check it out!



Ha ha ha, what a flaming comedian.

towards the end of a tight match: so 1-0 to Steve (it was a corker, too! — Man Ed).

Shockingly, our 'other' reader guided his Russians to an unbelievable 3-1 victory over God himself (ie programmer Chris). How could this have happened? It seems we'd seriously underestimated young Tom and his trusty Cruiser joystick as he now held pole position in the title challenge. Could he keep his place while everyone else desperately tried to find some form?

Phil seemed to have discovered his, as he beat Germany an emphatic 4-1. Holland lost 3-1 to a well-practised Denmark, but the real shock came during the following game.

STEVE: 'Too much time in the coffee shop, and not enough time drinking coffee' (!?)

I was playing Italy (Chris) and had been dismissed as a no-hoper.

However, some nifty footwork and a scorching shot from just past the halfway line later, I found myself in charge of a 1-0 lead. After a

hectic match, the final score told the tale of England's first victory: 4-1. The Sensible camp crashed even further when Jon insisted on using his previous tactic of losing.

My word, this Phil character sure is a tough cookie...

God, this guy's completely useless! What a novice...



■ **Tension mounts as the Sensible Soccer league rolls on to its inexorable conclusion.**

We woz robbed!

It was inevitable there'd be in-house grudge matches, but for some reason when Phil and I played I thought I was playing *Street Fighter II* and spent most of my time hacking down his Belgian forwards. After 90 minutes my team were a little depleted in numbers (three men sent off, ha ha ha! — Man Ed), and Phil romped home to a 4-0 victory. Michael took his Danish side to a 2-1 win over a German team that had been unstoppable in its first match, and Steve faced up to Jon.

Surely the designer and graphical artist could give us a better performance than he had in the first round? After all, he knows what those little guys can do — he drew and animated them — but sadly his enormous knowledge did little to help the Lithuanian cause, and he let one goal in



■ **NAME:** Michael Dean
■ **AGE:** 15
■ **OCCUPATION:** Student
■ **TEAM:** Denmark



■ **NAME:** Jon Hare
■ **AGE:** 27
■ **OCCUPATION:** Computer Programmer
■ **TEAM:** Lithuania



■ **NAME:** Jools
■ **AGE:** 24
■ **OCCUPATION:** Computer Programmer
■ **TEAM:** Germany



■ **NAME:** Chris Chapman
■ **AGE:** 29
■ **OCCUPATION:** Computer Programmer
■ **TEAM:** Italy

CHALLENGE

...OVER TO YOU, PHIL

■ The championship went right down to the wire in that final match against Tom. The icy pitch certainly suited his long-ball aerial game, with those close-range headers proving decisive. He did play consistently well (for a Man Utd fan), though, and thoroughly deserved the title. Michael was another tough opponent. I thought I had him beaten at 3-1 up, but he made a determined comeback. In the end, I only just managed to grab an equaliser in the dying seconds.

Despite losing (sob!), I enjoyed the challenge enormously — it makes a change to have good opposition for once! I even found out a few quirks about the game from the Sensible guys. Did you know that if you have five players suspended, the ref won't send another off (as you'd be unable to field a full side in the next match). Another gem came up when I was awarded a dubious penalty against Jon. My fouled player was obviously outside the area, but it's the position of the ball that determines whether it's a penalty or not — much to Jon's disgust! ■



against me by stealing my joystick, leaving me with a horrible lump of plastic that owed more to door-wedges than it did to control methods. Chris went down once again in a 5-2 hammering at the hands of Jools's Germany, and Michael made up for his previous defeat by well and truly destroying Jon and his little green Lithuanians. Also, even though I'd appeared to have found form in my two previous matches, I was still hammered by an obscenely talented Tom. Muttering under my breath, I took down the (just over) halfway league positions...

	P	W	L	D	GD	Pts
RUSSIA	4	4	0	0	+8	8
BELGIUM	4	3	0	1	+9	7
DENMARK	4	2	1	1	+2	5
GERMANY	4	2	2	0	+5	4
HOLLAND	4	1	2	1	-2	3
ENGLAND	4	1	2	1	-7	3
ITALY	4	1	3	0	-8	2
LITHUANIA	4	0	4	0	-9	0

With a mere three matches left to play, the main competition seemed to be between Phil and the two readers. John and his Lithuanians had sadly eliminated themselves from a possible league championship by being, quite frankly, crap. As for Chris — we were rapidly coming to the conclusion that he wasn't quite as holy as we'd initially expected...

After a (mostly liquid) lunch, Steve returned to get a 1-1 draw with Jools. Both teams performed in the lacklustre manner that their league positions suggest, and neither of them could now feasibly win the championship. Phil's Belgians met their maker and proceeded to stuff Chris in a 3-0 display of borderline blasphemy, while Jon got his first

victory (2-1) against (cough) England, with my compassionate little bod behind the joystick. Really, I only let him win because I felt sorry for him — honest!

The Cold War may be over now, but when Tom and his Russians strode onto the pitch, there was a definite arms war. There was also a legs war, feet war, heads war and he struck Jools down with all the force of an atomic explosion in a tinder-dry menagerie. 5-0 was the result, and I'm afraid Jools's comment was unprintable.

'Ere we go — there they went!

Another A-FORCE grudge match was the Phil vs Steve game. Phil was on top form and seemed almost unstoppable but, even though Steve lost in the end, Phil was kept to a moderate 2-1 victory (my winner was a cracking goal, though — Dep Ed). Michael went into overdrive in his confrontation with Chris — not satisfied with two or three goals, he plumped for a whopping six, and Chris seemed destined for the murky depths of last place...

Jools goose-stepped his German team onto the pitch, and after 90 minutes marched them off again with a functional 1-0 victory over fellow Sensible team member Jon. Steve took to the joystick against an exceptionally unified Russia and got sent to Siberia (quelle surprise) in the inevitable 4-1 defeat.

Well, with everyone having one match left to play (and all to play for in some cases) here's how things looked...

	P	W	L	D	GD	Pts
RUSSIA	6	6	0	0	+16	12
BELGIUM	6	5	0	1	+13	11
DENMARK	6	4	1	1	+13	9
GERMANY	6	2	3	1	+0	5
HOLLAND	6	1	3	2	-3	4
ENGLAND	6	1	4	1	-12	3
LITHUANIA	6	1	5	0	-9	2
ITALY	6	1	5	0	-17	2



CHRIS:
'The only winner on the day was the Stella' (lager)

The first life-or-death match was between Chris and Jon, with their respective Lithuanian and Italian teams desperate to avoid the wooden spoon. It was certainly a colossal struggle as they fought an end-to-end battle, with neither giving an inch until the second half, when Jon got the proverbial chocolate orange while the big stone ball squashed the almost suicidal programmer.

Alright you jumped-up little tyke, ya beat me. See you in the car park later?



■ Smiles and handshakes all round after a thrilling final — golly, what a sporting fellow Phil is, eh readers?

4-2 was the verdict, with the punishment of final place for poor old Chris. Snigger.

The biggest match of all was the long-awaited Tom vs Phil confrontation. 'Footy' Phil needed a win to finish top; for Tom a draw would do. In what could only be described as the tightest match in the competition, Russia just scraped through in the end, as the AMIGA FORCE knight failed to vanquish the dragonsque student. 4-3 to Tom, said the final score, and Phil was heard commenting '&\$%&£'!

Finally, I had to beat Michael's Denmark to give Phil a comfortable second place. However, you know how things go, so I decided to let the reader win (is that why you had tears in your eyes, then? — Dep Ed). 3-1 was the final tally.

At the end of the day (Brian), the table told a sorry tale. Two readers upstaged three professional games reviewers and three programmers. Luckily, everyone was pretty chuffed with how the day went and all in all I'd do it again. Next time though, I'll play properly...



DAZZY

MY HEAD IS SPINNING!



BRAINWASHING JAMES

To provide an impartial judgement on how Dizzy games have evolved on the Amiga, we needed someone who'd never played one before. So, we grabbed James, hypnotised him, and erased all knowledge of 16-bit Dizzy offerings. We then fed him the games one by one in the order they were released. Here's what he made of them...



FANTASY WORLD DIZZY

Possibly the largest progression over *Treasure Island Dizzy* (apart from a couple of gameplay tweaks) is the addition of the Yolkfolk. While this isn't an earth-shattering development on the theme, it provides a little more opportunity for character interaction. As well as Dizzy, we now have Daisy, Dora, Grand Dizzy, Denzil, and Dopey (or was he a dwarf?) — who all help in defeating the evil wizard Zaks.

Apart from a few graphical tweaks (and the use of full-screen pictures of eggs for character interaction) *FWD* is pretty much the same game as *TID*. However, two little improvements make a world of difference — namely three lives and a better system for object manipulation. You can choose between the two objects carried, and are consequently able to drop them in the right place (at the right time).

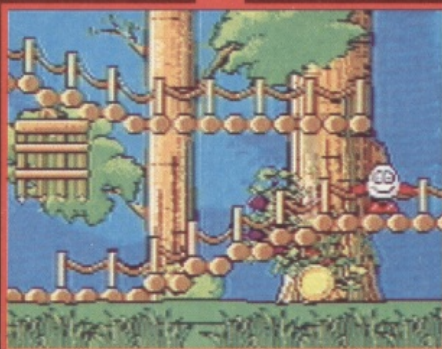
Even though the improvements are welcome (not to mention useful), I still prefer *Treasure Island Dizzy*.

TREASURE ISLAND DIZZY

Dizzy's first Amiga appearance looks a little dated these days. I loved the Spectrum version and the 16-bit game's just as much fun (even if it's positively prehistoric when compared to more recent releases).

Dizzy gets onto the desert island after a veritable comedy of errors. For a start, he finds the captain is Long John Silver. Unperturbed by his taunts and mangy parrot, Dizzy decides to organise a game of cricket on the deck. In what the instructions describe as 'a fit of blinding stupidity' he uses LJ's spare leg collection as makeshift stumps, and ends up losing them overboard. After being made to walk the plank, our hero finds himself all washed up on an unknown shore...

Exploring the caves and tree-houses (among other locations) really is a great deal of fun, although the object manipulation system is a little suspect. Rather than being able to choose any one of the three items carried, Dizzy can only drop the last one to be picked up. For example, Dizzy picks up the snorkel, then the dynamite and then the spade. He goes into the water, presses fire (wanting to use the spade), drops the snorkel and drowns. Infuriating? You bet. Also, these were the days when eggs only had one life, so one chance collision can end all your hard work. I can almost hear the screams now.



That blasted egg gets everywhere! Not satisfied with the occasional review, Dizzy has wiggled his little ovoid body into this eggstra-special feature, detailing the life and times of the most famous character ever to come out of a chicken's bum.

THE EGG HIMSELF

Dizzy's eponymous debut was greeted by a rather frosty reception. In the platform-inundated Spectrum world, it seems the antics of one little egg were not enough to please, and everyone saw it as just another budget release.

Years later, after console and 16-bit releases, the egg is still 'soldiering' on. It has to be said that each game has gone from strength to strength, but you've got to admit they've all followed the same formula. Some people are perfectly happy with this and can't get enough of Diz, whereas others tend to complain and say 'why don't CodeMasters ever do anything original'. Well, YA BOOH SUCKS TO YOU! We like Dizzy games. If you don't like them, don't buy them — and stop writing in to complain. Honestly, some people...

MAGICLAND DIZZY

■ After escaping death in previous Dizzy games, the nasty Zaks returns to cast a spell over the Yolkfolk, imprisoning them in a strange world called Magicland. After dodging all the evil spells, our eggy hero is the only one left to save his friends.

Magicland Dizzy follows the trend of improvements first seen in *Fantasy World*, and uses better graphics with more detailed (and enjoyable) gameplay. I'd even go to the extent of saying it's better than his *Treasure Island* escape.



DIZZY — PRINCE OF THE YOLKFOLK

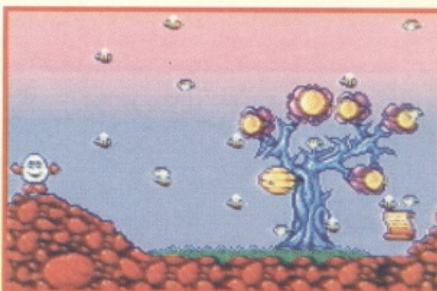
■ Dizzy and Daisy decide to make Grand Dizzy a cherry pie to cheer him up. However, when Daisy looks into the cupboard to find the specified red fruit, she finds (gasp!) they've been pinched by a certain naughty fluffy.

Without further ado, the young couple decide to go into the forest to find some more. After a while they realise they're quite hopelessly lost, and enter a nearby castle to ask for help (or to use the telephone — whatever eggs do these days).

Disaster strikes when Daisy catches herself on a mystic sewing wheel and falls into a deep sleep. 'Double terrible disaster with big bells on its hat' strikes as the evil troll Rockwart stomps in, grabs Dizzy and locks him in an underground cave.

Yolkfolk is easily the best-looking of the series. Sumptuous graphics and excellent animation complement an altogether smart little game.

Sadly this prince is no future king. While *POTYF* is an enjoyable adventure, it lacks size and consequently has little lastability. We counted roughly 15 puzzles set across 30 screens. Originally released on the *Excellent Adventures* compilation, *Yolkfolk* was a nice bonus game. However, to quote from the A-FORCE #2 review... 'As a stand-alone product, its lack of depth is all too apparent'.



SPELLBOUND DIZZY

■ Take the graphical excellence seen in *POTYF*, tack it to a great deal more puzzles and gameplay, and you've got *Spellbound Dizzy*. Perhaps my only real criticism is there's occasionally a little too much walking back and forth, with not much progress being made. Nevertheless, I'd still rate this as the best Dizzy game yet.

At this point it might be worthwhile to look back at *Treasure Island Dizzy* for a comparison. Strange, isn't it? Even though the formula hasn't changed much, there's still a great deal of improvement.



CRYSTAL KINGDOM DIZZY

■ The most recent Dizzy game, and yet not quite the best. In terms of puzzles and size, it's quite an admirable attempt but sadly suffers from basic graphics and a few nagging glitches.

On the plus side, the game introduces a password system, splitting the program into four separate levels. Each is roughly the size of *Prince Of The Yolkfolk*, with its own puzzles and scenery. However, the game doesn't give you the password for Level 2 (a very annoying glitch — it's actually G5J 73Q 8HK).

This is also the first Dizzy game to give controllable jumps. Our fave egg can now change direction in midair, so avoiding and jumping onto things is a lot easier. It's also a full-price release, retailing at a penny under 20 quid.

It's a decent enough game in the long run, but one for the absolute Dizzy enthusiast. If you want to see a classic eggy adventure, get *Spellbound*.



DIZZY IN THE ARCADES

■ If we're brutally honest, the Dizzy arcade games don't really have much to do with the egg. In fact, you could almost say that they're rehashed versions of old coin-ops (hah!). Still, if people enjoy them (and many do), then who can complain? Not us!

KWIK SNAX

■ Dizzy and the Yolkfolk band have just returned from a successful world tour and decide to go on holiday to recover. Unfortunately, they can't agree on where to go, and find themselves arguing about possible destinations. Even more unfortunate, they wake the evil wizard Zaks while he's trying to get some sleep, and in a fit of rage he casts spells upon four key Yolkfolk citizens. Dizzy has to save them — he wants them to see the great farewell gig he's got planned at the local club.

Remember *Pengo*? The old arcade classic caused many a headache in its heyday, and this is a particularly good (not to mention well-presented) version. If you haven't seen the original, you won't know that it involves pushing blocks around while squashing monsters and collecting goodies. It's all good clean fun, although the seasoned gamer will find it a trifle too easy (as well as mentally untaxing).

BUBBLE DIZZY

■ *Bubble Dizzy* is the only Dizzy arcade game to use his proper sprite. It's also the most infuriating.

Basically, Dizzy has to ride bubbles to the top of a vertically scrolling area. However, he can't stand on a particular bubble for too long, otherwise it pops, leaving Diz to fall back to the bottom. So, Dizzy must jump between the assorted bubbles. It's not a particularly impressive jump (rather feeble and ineffectual, in fact) but it serves its 'porpoise' well enough.

Matters are complicated further by the addition of nasty fish and an oxygen limit. This makes matters exceptionally tricky in places and, as I mentioned earlier, becomes infuriating. Climbing all that way just to fall back down to the bottom... AGGGRRRHH!

FAST FOOD

■ Possibly the least inventive (but most easily accessible) of the Dizzy arcade games, *Fast Food* is a souped-up *Pac-Man* with attractive graphics and a few power-ups. While it remains enjoyable for a while, you can't quite get it out of your head that there's not that much to do.

Still, it's a great game for younger players, as they're not going to be bamboozled by awkward controls or tricky gameplay. I really can't fathom out the Dizzy connection though — it's a wee bit tenuous here...



DIZZY DOWN THE RAPIDS

■ Another water-related game, but this time you're fortunate to be floating on it (as opposed to drowning). Sailing down the vertically scrolling levels, you have to reach the end of a section while picking off (and avoiding) crocodiles and other aquatic beasts.

Ever heard of *Toobin*? The arcade version was moderately popular but the official conversion received fairly average reviews in the computer press. Amazingly enough, *Rapids* is a 'tribute' to the aforementioned game, but with a better control method and — of course — the egg.

You won't exactly be stunned by this one (it's fairly simplistic and not too difficult), but there's certainly a good afternoon's entertainment in its water-filled levels.



PANIC DIZZY

■ This time we've got Dizzy in a puzzle-game situation, with the title being curiously apt and yet hopelessly inaccurate. *Panic* is very true — that's exactly what happens. Dizzy? Nah! He's no more a part of this than I am the bass guitarist for Fuzzbox.

Regardless of the other babble, I can't quite make up my mind about *Panic Dizzy*. It's very simple — perhaps overly (ovoidly?) so — but still very compulsive. Four tubes are shown at the top of the playing area, and underneath are four slots. The idea is to fit the falling shapes into the appropriate holes to progress onto further, more difficult levels. Miss a shape and the pipes move closer to the holes, eventually creating the 'panic' mentioned in the title.

As with *Prince Of The Yolkfolk*, this is a game that worked a lot better on the *Excellent Adventures* compilation. There's not really enough there to keep anyone but the most ardent puzzle fan interested in the long term, but it's still a darn enjoyable game.

CONSOLE YOURSELF

■ WIN A NINTENDO CONSOLE AND SPECIAL DIZZY CART!

There have been a fair few Dizzy games released on the Amiga, but no doubt you've all heard of one that you can't get (excluding the original *Dizzy*, which was a bit useless anyway). Yep, *The Fantastic Adventures Of Dizzy* has been praised from the roof-tops for being a rather smart NES cart, with a large amount of adventuring complemented by some excellent arcade sequences.

Sadly, not many people could afford to buy a Nintendo just to play this... so, we're offering the rather tasty prize of the aforementioned console and cartridge, and we'll even chuck in *The Dizzy Collection* and *Dizzy's Excellent Adventures* for good measure. Five runners-up will be graded in an altogether special way with their own Dizzy T-shirt.

All you have to do to enter is pen a picture of the infamous egg himself. Allegedly, one of the Dizzy coders called our ovoid chum 'Mr Easy To Draw' so, to make it a little more tricky, we want to see him doing something out of the ordinary (the funnier the better). Simple enough for you?

Send your artistic entries to: **IZZY WIZZY LET'S GET DIZZY COMP, AMIGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** The egg-timer runs out on 18 April, so don't overcook it.





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C93

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During the past 3 years we have worked hard to
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us what you think of the songs below.

Complete list using scale Rating

LIKE THE SONG	1
DON'T LIKE THE SONG	2
DON'T KNOW THE SONG	3
SHAKESPEARS SISTER STAY	
LIONEL RICHIE MY DESTINY	
BANGLES ETERNAL FLAME	
RICHARD MARX HAZARD	
BELINDA CARLISLE HEAVEN IS A PLACE ON EARTH	
WET WET WET GOODNIGHT GIRL	
POLICE EVERY BREATH YOU TAKE	
ANNIE LENNOX WALKING ON BROKEN GLASS	
U2 I STILL HAVEN'T FOUND WHAT I'M LOOKING FOR	
MADONNA LIKE A PRAYER	
SNAP RHYTHM IS A DANCER	
PAUL YOUNG LOVE OF THE COMMON PEOPLE	
CHER SHOOP SHOOP SONG	
KWS PLEASE DON'T GO	
DIRE STRAITS WALK OF LIFE	
TAMMY WYNETTE/KLF JUSTIFIED AND ANCIENT	
HUMAN LEAGUE DON'T YOU WANT ME	
JON SECADA JUST ANOTHER DAY	
SIMPLY RED SOMETHING GOT ME STARTED	
ALISON MOYET ALL CRIED OUT	
ROBERT PALMER ADDICTED TO LOVE	
ROY ORBISON I DROVE ALL NIGHT	
UB40 RED RED WINE	
BRYAN ADAMS EVERYTHING I DO	
REM LOSING MY RELIGION	
QUEEN BOHEMIAN RHAPSODY	
SEAL KILLER	
GEORGE MICHAEL/ELTON JOHN DON'T LET THE SUN GO DOWN ON ME	
SIMPLY RED IF YOU DON'T KNOW ME BY NOW	
PHIL COLLINS ANOTHER DAY IN PARADISE	
EURHYTHMICS SWEET DREAMS	
TEARS FOR FEARS EVERYBODY WANTS TO RULE THE WORLD	
GENESIS INVISIBLE TOUCH	
MICHAEL JACKSON BLACK OR WHITE	
ERASURE TAKE A CHANCE ON ME	
LISA STANSFIELD CHANGE	
MICHAEL BOLTON LOVE IS A WONDERFUL THING	
DEACON BLUE REAL GONE KID	
HEART ALONE	
ELTON JOHN SACRIFICE	
INXS NEED YOU TONIGHT	
TINA TURNER THE BEST	

INDICATE BELOW ANY OTHER SONG YOU THINK SHOULD BE INCLUDED IN THIS LIST:-

SURVEYING THE SCENE

SURVEY

(Your chance to put Steve to shame or pat James on the back!)

(7) Overall, how much would you say you like **AMIGA FORCE**?

- 4032 ☐ Like it loads
4033 ☐ It's OK I suppose!
4034 ☐ Don't like it much
4035 ☐ It stinks!

4036 ☐ I've never really given it much thought!

(8) What do you like best in **AMIGA FORCE**? (please write in)

(9) What do you hate most about **AMIGA FORCE**? (please write in)

(10) Turn to the cover of this very issue and tell us if you....

- 4037 ☐ Like it a lot
4038 ☐ Quite like it
4039 ☐ Don't like it
4040 ☐ Hate it!
4041 ☐ I've never really given it much thought!

(11) We asked the people in the **AMIGA FORCE** office what they thought of the cover. Below we have put some of their comments. Tell us which one you agree with!

Agree Disagree Don't Agree Or Disagree

- Cover is eye-catching 4042 ☐ 4043 ☐ 4044 ☐
It makes AF look value for money 4045 ☐ 4046 ☐ 4047 ☐
It gives a good idea of what's inside this A- FORCE 4048 ☐ 4049 ☐ 4050 ☐
Makes me want to look inside 4051 ☐ 4052 ☐ 4053 ☐
There's too much on it! 4054 ☐ 4055 ☐ 4056 ☐
Love the artwork 4057 ☐ 4058 ☐ 4059 ☐
I think the cover looks out of date 4060 ☐ 4061 ☐ 4062 ☐

Only me! Now I do not believe you really wanted to do that. No, you didn't want to do it like that... you want to do it like this, see! Criticism, eh? Well, we can take it! In fact, we at **AMIGA FORCE** positively encourage constructive comments and suggestions on how, exactly, we should be doing things. To make things a little easier, here's a simple reader survey (for simple readers?). If you would be so kind as to fill it out and mail it off to the address printed at the end, the chances of getting a better mag for your money will be greatly increased. Oh, and by the way, free subscriptions to **AMIGA FORCE** will be awarded to the first ten surveys drawn from the bag on 18 April...

A: GETTING YOUR COPY OF AMIGA FORCE

(Tell us how you came to be filling out this questionnaire)

(1) How did you first hear about **AMIGA FORCE**?

- 4001 ☐ Saw it advertised in another magazine
4002 ☐ Heard about it on radio
4003 ☐ Saw it on TV
4004 ☐ Saw it in newsagents
4005 ☐ Friend told me about it
4006 ☐ Some other way (please write in)

(2) How often do you buy **AMIGA FORCE**? (It now comes out monthly)

- 4007 ☐ Every issue
4008 ☐ Every other issue
4009 ☐ Less often
4010 ☐ This is the first time

(3) How likely will you be to buy the next issue of **AMIGA FORCE**?

- 4011 ☐ Very likely
4012 ☐ Quite likely
4013 ☐ Not very likely
4014 ☐ No chance

(4) How did you get this copy of **AMIGA FORCE**?

- 4015 ☐ I have it on subscription
4016 ☐ It was delivered to my house by the local newsagent.
4017 ☐ The newsagent keeps it for me behind the counter
4018 ☐ I saw it in a shop and bought it on impulse
4019 ☐ I went into the newsagent specifically to buy it
4020 ☐ I didn't buy it — it was given to me
4021 ☐ Some other way (please specify)

(5) How often do you visit your newsagents to buy or check out magazines?

- 4022 ☐ Every day
4023 ☐ A couple of times a week
4024 ☐ About once a week
4025 ☐ About once a fortnight
4026 ☐ About once a month
4027 ☐ Less often than once a month

(6) What do you do with any back issues of **AMIGA FORCE** you have?

- 4028 ☐ Chuck them out
4029 ☐ Keep them in case I need them for info later
4030 ☐ Loan them to a mate to read
4031 ☐ Other (please specify)

B: WHAT DO YOU THINK OF AMIGA FORCE?

(12) Below we have listed the sort of things you are likely to find in **AMIGA FORCE** every month. We want to know if you think we've got the right level of coverage — so tick the box closest to your opinion...

	Too Much	About Right	Too Little	Don't Know
News				
(Read All About It)	4063 ☐	4064 ☐	4065 ☐	4066 ☐
Lead Review (Rave Review)	4067 ☐	4068 ☐	4069 ☐	4070 ☐
Previews (Just Around The Corner)	4071 ☐	4072 ☐	4073 ☐	4074 ☐
Budget Reviews (Budget Bargains)	4075 ☐	4076 ☐	4077 ☐	4078 ☐
Full-Price Reviews (Rich Pickings)	4009 ☐	4080 ☐	4081 ☐	4082 ☐
Features (Dizzy, Soccer, etc)	4083 ☐	4084 ☐	4085 ☐	4086 ☐
Competitions	4087 ☐	4088 ☐	4089 ☐	4090 ☐
Posters	4091 ☐	4092 ☐	4093 ☐	4094 ☐
Letters (Force 9 Mail)	4095 ☐	4096 ☐	4097 ☐	4098 ☐
Playing Guides (Tips For All)	4099 ☐	4100 ☐	4101 ☐	4102 ☐
Lemmings Lifeline	4103 ☐	4104 ☐	4105 ☐	4106 ☐
Cheat Cards (Cut-out 'N' Cheats)	4107 ☐	4108 ☐	4109 ☐	4110 ☐
Big Breakfast Column				
(Masterblaster)	4111 ☐	4112 ☐	4113 ☐	4114 ☐

SURVEY

(13) AMIGA FORCE currently does not award percentages to games it reviews. Should it? (please read EVERY option before you get ticking!)

- 4115 ☐ Yes — for all games
 4116 ☐ Yes — but only for full-price games
 4117 ☐ Yes — but only for budget games
 4118 ☐ No — not for any games
 4119 ☐ Look, I really don't care!

(14) If you DO want percentages, how should we do them?

- 4120 ☐ Overall percentage only
 4121 ☐ Individual percentages split into categories (sound/graphics/playability etc)

(15) In percentage terms which overall mark would you expect a dead average game to be nearest to?

- 4122 ☐ Below 50%
 4123 ☐ 50%
 4124 ☐ 60%
 4125 ☐ 70%
 4126 ☐ 80%
 4127 ☐ 90%
 4128 ☐ 100% (!)

(16) If you have seen/bought any of the games reviewed in AMIGA FORCE how does our review compare with your opinion of the game?

- 4129 ☐ AMIGA FORCE got it spot on
 4130 ☐ AMIGA FORCE gave me the impression it was better than it is
 4131 ☐ AMIGA FORCE didn't like it as much as I do!
 4132 ☐ I haven't bought/seen any games reviewed in AMIGA FORCE

(17) Who do you trust most when reading reviews and comments?

- 4133 ☐ Steve Shields
 4134 ☐ James Price
 4135 ☐ Phil King

(18) (a) If AMIGA FORCE is not your favourite AMIGA magazine tell us which one is... (write in)

(b) Why is it better than AMIGA FORCE?

(c) What is your second favourite Amiga magazine?

(19) Who is your favourite writer on AMIGA FORCE?

- 4136 ☐ Steve Shields
 4137 ☐ James Price
 4138 ☐ Phil King
 4139 ☐ Ben the Boffin

(20) What do you think of AMIGA FORCE screenshots?

- 4140 ☐ They're great
 4141 ☐ They are OK
 4142 ☐ They are too bright
 4143 ☐ They are too dark
 4144 ☐ Other (please write in)

(21) What do you think of the game maps and playing guides in AMIGA FORCE?

- 4145 ☐ They are really really useful
 4146 ☐ They are quite handy
 4147 ☐ I don't mind them (but don't use them much)
 4148 ☐ They take up too much space
 4149 ☐ They are a complete waste of time!
 4150 ☐ Other (please write in)

C: ABOUT YOU

(When we get nosy you'd better watch out!)

(22) Sex: (do not reply "yes please")

- 4151 ☐ Male
 4152 ☐ Female

(23) Age (please write in)

(24) How long have you had your Amiga?

.....months.....years

(25) Which sort of Amiga is it?

- 4153 ☐ A500 4158 ☐ A500 Plus
 4154 ☐ A600 4159 ☐ A1000
 4155 ☐ A1200 4160 ☐ A1500
 4156 ☐ A2000 4161 ☐ A3000
 4157 ☐ A4000

(26) Do you plan to upgrade to a better Amiga model in the next year?

- 4162 ☐ Yes
 4163 ☐ No

If YES, which one?

..... (write in)

(27) The AMIGA FORCE crew are starting a very special panel of readers who will be invited to take part in the production of the magazine each month. The panel members will be contacted from time-to-time to answer questions

about how to improve AMIGA FORCE and to give opinions for use in news and features. There are only 50 panel places available.

Would you like to be considered for the AMIGA FORCE reader panel?

- 4164 ☐ Yes
 4165 ☐ No

(28) What is your telephone number? (If you are under 12 years old we won't contact you unless the last section on this form has been signed)

(29) People wishing to join the panel should enclose a colour photograph if possible. Have you?

- 4166 ☐ Yup! My photo is enclosed
 4167 ☐ Nope, I haven't got any photos of myself!
 4168 ☐ Nope, but I don't want to join the panel anyhow!

(30) What's the best time to contact you by telephone? (please write in)

**AFFIX
PHOTO
HERE**

(31) Please write your full name and address here (NEATLY!)

Name

Address

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(32) If you are under 12 and want to join the reader panel, please get your mum, dad or guardian (but not your big brother or best mate at school) to sign here to say it's OK with them...

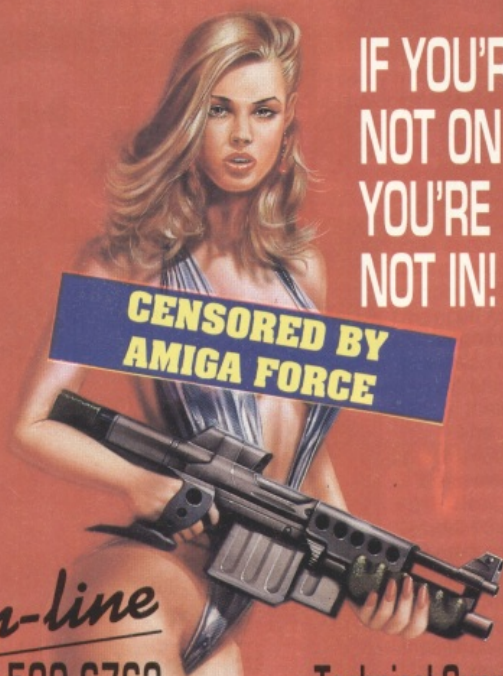
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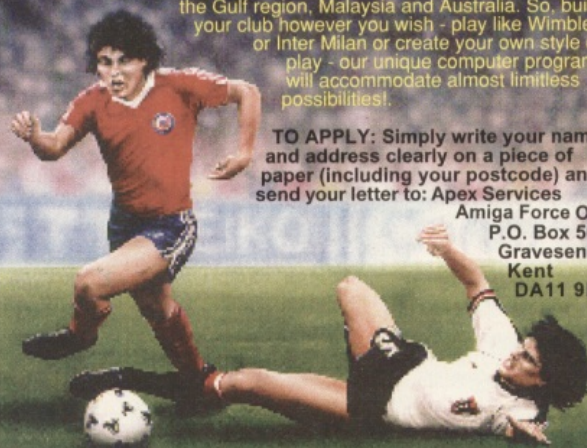
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JUST AROUND THE CORNER

The A-Team refuses to review any games that aren't 100% finished. We're not in the business of claiming a game's 'the best release of 1993', after playing just the first level. The following products are NOT finished, so we're PREVIEWING them and leaving any judgment till we get the completed versions. If you see REVIEWS of them in other Amiga magazines' April issues (released around the middle of March), you know the score...

KID PIX

Electronic Arts

K — it's not a game, and it won't appeal to the vast majority of AMIGA FORCE readers, but *Kid Pix* is still worth a mention in view of its considerable merits. Essentially, it's an art program for kids, with a variety of games, pre-defined pictures and functions to make those scribbles more interesting. There's also a large amount of sampled speech and FX for the further amusement of little people everywhere.

We've had the Apple Macintosh version in the office for a few months now, and 'wannabe Michelangelo' Phil King tried to create his masterpiece with the help of the aforementioned utility and his trusty mouse.

A while later, after being given a harsh '2/10 — See Me' for his efforts by our Art Ed, he retired to sulk in the coffee area. Perhaps he meant he'd like to be a turtle instead...

Nevertheless we look forward to the Amiga version — after all, who says it's just for children?



YO! JOE!

Hudson Soft

Easily the winner of the 'Strangest Title Of The Month Award', *Yo! Joe!* is yet another platform game but, by thunder, it's good. With excellent graphics, foot-tapping sound, and sleepless-nights addictivity, we're really looking forward to seeing the finished version.

Perhaps the most interesting feature is the addition of many novel power-ups. Normally, these are kept to the unimpressive levels of temporary invincibility, extra bullets, or a smart bomb. *Yo! Joe!* kicks these insignificant toys out of the window and gives its hero explosive Molotov cocktails and a wicked chainsaw, among others.

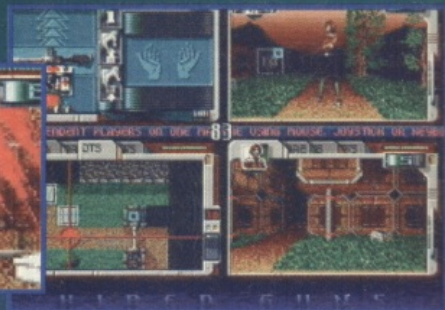
Extra features include the ability to catch the edge of platforms and pull yourself up (*Prince Of Persia* style), and a rather enjoyable two-player option. While these have been seen before, it's worth mentioning that *Yo! Joe!* implements them especially well. Look out for the review in a (hopefully not too) future ish.



FLASHBACK

US Gold/Delphine

Conrad B Hart was preparing a particularly frightening thesis. During his work as a Research Scientist, he'd discovered that certain individuals had a molecular density so high, they couldn't be harmed by even the most sophisticated equipment. The fact that made this matter even more distressing was that these individuals were top-ranking members of



HIRED GUNS

Psygnosis

Take a first-person perspective, split it into four different displays, and you're looking at *Hired Guns*. Taking control of your quartet of mercenaries (or inviting a friend to help you out), you get to stomp around in various missions, killing all and sundry with an impressive range of weaponry.

Perhaps the best feature we noticed (and the one that looks to make *Hired Guns* really special) is the need to manipulate scenery to solve certain puzzles, eg pressing switches and pushing things around. Most games in this genre tend to miss this out (*Waxworks* involved too much wandering around aimlessly for our liking) and the need for player co-operation in certain tasks makes for potential Rave Review material.

DUNDER BUNDER

UNIVERSAL MONSTERS

■ Ocean

Split over six separate levels, *Universal Monsters* places you in the role of (vampire hunter) Van Helsing's nephew and pits you against six scary monsters. To destroy these evil bods you need to plough through the levels and collect a piece of the 'Bloodstone' from each. It's not as easy as that, though, as the screenshots shows...

Isometric 3-D games have given sleepless nights to many a gamer, with the classic *Head Over Heels* being a particularly wonderful example. We remember spending hours ploughing through the

various sections, captivated by every graphical twist and perplexed by the many enjoyably infuriating puzzles.

Universal Monsters follows the same theme seen in the aforementioned joystick-stormer, and we wait with anticipation to see whether or not it will be of the same quality.

■ Hey, Joe, where you goin' with that gun in your hand? What? It's not a gun, it's a petrol bomb? Well excuse me!

only he could discover his true identity...

Contrary to popular belief, *Flashback* is NOT the sequel to *Another World*. Granted, it follows the format of its exalted predecessor, but every aspect of the game seems to have been improved. Conrad can question characters to obtain clues, collect various high-tech gadgets, and earn money to buy items. Also, there seems to be a little more of the gun battles that made *Another World* so special. Look out for a full review next month.



PREVIEWS



society — from multimillionaires to politicians and military strategists.

Conrad's investigations soon led to his kidnap, the erasure of his memory, and his imprisonment in a high-security hospital. Remembering enough to know he must escape, he fled the establishment on a stolen hover-bike, only to be shot down over the planet of Titan, where the realisation that he was no longer on Earth was almost as bad as the artificially induced amnesia. If



THE ANCIENT ART OF WAR IN THE SKIES

■ Microprose

Take a strategy game, incorporate arcade action and you've got a product with a rather long name from the masters of the thinking man's (or woman's) software — Microprose.

Spread over 40 fictional and historically accurate campaigns, it requires the gamer to utilise their fighters and bombers to either destroy an enemy, or force them to surrender. Of course, this requires a great deal of careful thought but Microprose assure us it'll be easily accessible to everyone, while remaining a long-term challenge to more-experienced wargamers. Lastability is further improved with the addition of a mission designer, allowing extensions of existing missions as well as total redesigns.

Pencilled in for an April release with a moderately hefty £34.99 price tag attached, could *TAAOWITS* beat the legendary strategy action of *Laser Squad*?



■ War! What is it good for? Absolutely everything, according to Microprose! Musical captions abound on page 23 this month...





■ Team 17 ■ £10.99



■ Ocean ■ £25.99



■ **Gremlin** ■ **£25.99**

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BUDGET BARGAINS

ROBIN HOOD LEGEND QUEST



■ **CodeMasters,**
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There are mediocre games, bad games, and then there are games that are bad for you — *Robin Hood* falls into the latter category.

It's a poor *Gods*-style platformer (previously released on compilation), with Robin searching Nottingham castle for his beloved Maid Marian. There are ladders to climb and moving platforms to ride, plus plenty of trolls and dwarves (eh? I can't remember them

“
scre
app
i



■ He steals from the rich and gives to the poor, what a silly sod!

■ Having seen (and played) the C64 version of this, I must say there isn't much there that the Amiga has bettered. Granted, the 16-bit graphics are on a larger scale, and the game scrolls with you as you move (as opposed to push-scrolling on the 64) but it's a tad jerky and hard on the eyes at times.

Why hasn't the Amiga version pushed and expanded the theme further? Don't get me wrong — I quite like the game — but I would have thought they'd have done a little more on a 16-bit machine. Still, if you like arcade adventures and don't mind the odd bit of frustration (both versions suffer from this), you'll undoubtedly warm to *Legend Quest*. ■



BLADE WARRIOR

■ **Zeppelin**
Platinum, £7.99

Having played a naff 8-bit budget game of the same name some years ago, I wondered what Zeppelin's (completely unconnected) version would offer. Well, it seems they've left us all in the dark. After selecting a 'new game' from the title screen (which also offers a load/save option), I was greeted by what appeared to be a moody presentation screen with the hero and his surroundings silhouetted against a cloudy sky complete with circling birds. 'Hmm, not bad', I thought, as I pressed fire to begin the game proper... but all that happened was that the hero swung his sword: yes, this is the game proper!

Oh well, I'm all for innovation, and I've certainly never seen graphics quite like these before. They definitely lend a unique, mysterious atmosphere to the horizontally scrolling proceedings: ie you can hardly see where you're going!

Murder in the dark

Endless baddies emerge from the shadows to engage you in sword fights which go on for too long, and involve little skill. You have four slashes/thrusts at your disposal, but can

succeed simply by repeatedly using the right move for the current opponent. It's a great shame, as the fights look really good: combined with neat clanking sound FX, they reminded me of the final battle scene in the epic movie *Excalibur*. And some of the excellently animated nasties really give you the creeps — especially those walking trees and giant spiders!

The constant fighting is a nuisance to your real quest: collecting magic spell ingredients (frogs, rats, bats, etc) and artifacts. By taking these to one of the seven wizards' towers, you can either concoct spells (and allocate them to the Amiga's function keys) or exchange them for Table Fragments.

Obtaining all seven Fragments enchants your sword, enabling you to take on your arch-enemy Murk. Until this point, he's better avoided: you can see his position on the handy map, which also shows all the towers.

Blade Warrior isn't quite the simple hack-'em-up it first appears to be. Concealed somewhere in the gloom is an epic swords-and-sorcery arcade adventure. Trouble is, it's too well-observed by tiresome swash-buckling and truly odd graphics.



TIP TIME! Save your position regularly — your one life is easily lost.

“The fights look really good”



■ Dark, mysterious, bloody hard to make out what's going on! An interesting idea, *Blade Warrior* is a noble failure we're afraid. Sorry!

■ While originality is usually considered a virtue in computer games, it's pretty much the downfall of *Blade Warrior*. When I first played the game, I honestly thought the black outline graphics were merely an atmospheric section, and things would become more detailed (not to mention colourful) in a few screens' time. Imagine my surprise, etc...

It's all very basic stuff, with the budget price complementing the decidedly budget design. I can't really recommend this to anyone, as the exploration element is almost as poor as the fighting. My advice is to save your pennies and get *Carnage* instead. ■



OD:

being in the Robin Hood legend!). Dodging the baddies' arrows and spears is almost impossible, but at least you can shoot them with your own bow (which appears from nowhere when you press fire).

What a jerk

As in *Gods*, treasure chests and doors can be opened with keys. Unlike *Gods*, the scrolling is appallingly jerky. Coupled with the brickwork backdrops this is extremely uneasy on the eye. As you walk around, the graphics appear to blur as if you had double vision. It only took a few minutes' play to make me feel so unwell that I just couldn't carry on! If certain

flashing console games can make epileptics (and photosensitive people) collapse, God knows what effect *Robin Hood* would have on them.

I couldn't care if the gameplay was much cop (it isn't): the nauseating scrolling would stop me

playing even if I wanted to. I'm absolutely amazed CodeMasters could release such a literally sickening product — didn't they feel any ill effects during playtesting?



TIP TIME! Have a bucket handy!



HERO QUEST

■ The Hit Squad, £7.99

In days of old when knights were bold and computers weren't invented, they played their games with dice and things and drove themselves demented! Fortunately, the home-computer revolution has meant that many long-winded board games have made the transition to our TV screens, thankfully doing away with the need for billions of piddly little counters and hours of head-scratching calculations. *Hero Quest* is just one such conversion.

Presented as an isometric 3-D arcade adventure, the game combines elements of roleplaying and exploration with a bit of stylised baddie bashing thrown in for good measure. The actual roleplaying angle isn't fully exploited, although this is something of a blessing in this instance as the game's style dictates that too much farting around would just get in the way.

Ooh, my hero!

Plots are pointless to outline in detail, but for those among you who feel the need here's an abbreviated version of the story behind the Quest: Dark Forces gather... blah blah... four Great Heroes emerge... yeah yeah... the Earth is threatened... etc etc... the battle is joined... ho hum... the good guys win... hooray hurrah... but the evil leader escapes to plot revenge... ZZZzzz... that's where you step in. Okay?



Icon-driven, the adventure offers 13 different quests that one to four players can tackle in any order (but it's best to play 'em in sequence). Single players may manipulate any or all of the protagonists — Warrior, Elf, Magician, and Dwarf — but it's advisable to bring all four into play.

Every turn, the player has a selection of options available, each taking up a number of 'action points' which are awarded randomly. In any given turn the player may move, fight, search for traps, treasure, potions or secret

doors, consult the inventory or map (the game's self-mapping), cast spells (if they're able) or simply stay put and pass to the next player.

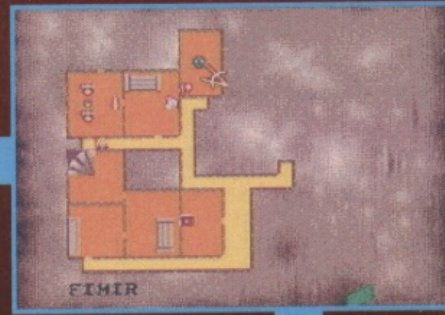
Graphically the game is nothing to write home about, the sound too is a little lacklustre — but the gameplay

remains involving and, once you've sussed out how to manipulate the tricky cursor, fast-moving enough to stave off boredom.

One of Gremlin's earlier conversions, *Hero Quest* suffers some frightful flaws. Giving objects to other players, for example, is just not possible. Once an object has been collected it cannot be dropped enabling another player to pick it up. I wouldn't recommend it to everyone, fans of the board game shouldn't hesitate — especially at this price...



TIP TIME! Once you can afford a projectile weapon (like a crossbow) buy it. Now you can shoot monsters through open doors as they're too stooped to move unless you actually enter a room!



■ The crudeness of *Hero Quest's* roleplaying easily betrays its board game origins. That's not a problem, but this two-year-old rerelease isn't nearly so user-friendly as the more recent *Space Crusade* conversion. Annoying flaws include the inability to choose the order in which you move your characters, and the way they can often block the path for their comrades if standing in a corridor bend or next to a door. Having said that, it's good fun exploring the dungeons, searching for treasure, traps, and the many secret rooms. Early quests are really just training and character-building exercises, but later ones see the game come into its own with the increase in enemies requiring more careful tactics and efficient use of spells. Not perfect, but certainly a bargain on budget.



■ If you're bored of your games, try this board game instead! Flawed it may be, but it still works.



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BUDGET BARGAINS



VIDEO KID

■ GBH Gold, £9.99

RBI2 BASEBALL

■ The Hit Squad, £7.99

It's a bit much, those Yanks calling their baseball championship the World Series, so I laughed my head off when a Canadian team, the Toronto Bluejays, won it. That was, until I found out the 'jays didn't have a single Canadian playing for them — they were all Americans!

An even bigger disappointment is *RBI 2*. I had hours of fun playing this one on the old C64, so the Amiga conversion comes as something of a shock (horror). It all starts promisingly enough, offering a host of options: select from the Major League teams; skill level, one or two-player game, change your pitchers and batting order, etc. On beginning a match, you're greeted by an attractive 3-D, behind-the-batter view, and some nice animation of the large sprites. There's even some sampled speech, and the scoreboard displays (initially) amusing graphical sequences for various game situations.

Struck out

So far, so good. Trouble is, the gameplay is totally foul. Somehow during the conversion, the immense playability of the C64 game has been completely sacrificed. Batting is a hit-

life's a funny old thing, isn't it? I mean, to you or me, a video recorder is a functional piece of equipment designed for the pleasure of the owner. However, to little Billy second-name-unknown, it's a gateway into adventures beyond his wildest dreams (insert barfing noises here).

To cut a long story short, our ordinary friend was delighted when his dad brought home a video player. 'Great,' he mused. 'I can watch all those films from the top shelves in Enterprise Video now'. Sadly, it was not to be, for while Billy sat watching He-Man, the screen exploded into millions of tiny bits and he was sucked into a weird world.

After a while the smoke began to clear, and our hero noticed that he was now dressed in a magician's outfit. Before he even had time to wonder where his Turtles T-shirt had got to, a voice rang out informing him that he'd got to fight through five levels of video mayhem to gain his freedom...

Video nasty

Video Kid is a strange shoot-'em-up by all accounts. For a start, it doesn't move in any one pre-defined direction — the scrolling twists and turns, so there's no exploration. Instead, you have to follow the set route while avoiding the traps and nasties up against you.

Luckily, there are lots of varied power-ups to help you on your way. These can be anything from different weapons to direction add-ons and shields. These become essential after a while, and fortunately you don't lose all of them after

You find yourself wondering when something really interesting will happen



sustaining too many hits — their power is simply reduced by one. Possibly the best aspect of *Video Kid* is the graphics. They're both cartoony and detailed, with some colourful backdrops providing lots of opportunities for pretty screenshots.

Don't be fooled, though. While it looks and sounds good on paper, *Video Kid* is a flawed concept. For a start, there's not enough variation — floating and firing is all very good, but you find yourself wondering when something really interesting will happen. Secondly, it gets boring having to slog through previously completed levels, only to get a little further than you did last time. I've always been a staunch fan of level codes — they take a great deal of tedium away. Sadly, *Video Kid* suffers from a lot of the latter. Frowns all round, I feel.



TIP TIME! If you can be bothered, learn where the aliens appear.



Full marks to The Hit Squad for producing a budget game incorporating comprehensive instructions, presented in an easy-to-follow fashion. A pity, then, that the game itself is

Batting is a hit-and-miss affair

a bit of a let-down. Excellent animation and plenty of options impress immediately, but on getting stuck into a game of *RBI 2* the shortcomings soon become all too apparent. The pitcher, for example, has by far and away too few special throws at his disposal. In real life, individual ball bowlers have quirky and unpredictable techniques which are used to confuse the batsmen; left or right spins, fast and slow balls just aren't enough. The batsman, also, can do little but swing and hope — although it is possible to 'bunt' the ball with practice. Not a bad endeavour, but hardly as hard-hitting as it should've been. Steeierike!



TIP TIME! Vary your pitches to outwit the batter. If you get to two strikes, try throwing a wide curveball — he'll usually swing for it and miss.





■ **Gorgeous graphics can't disguise the badly below par gameplay in this odd shoot-'em-up. Fast and furious it may be, but it's still boring! Shoot, shoot, shoot, yawn...**

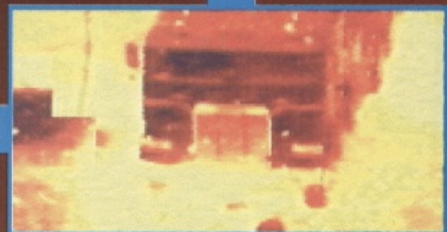
■ *Video Kid's* a whole lot worse than its fairly attractive graphics would suggest (even if the hero does look like a mutant Lemming). The blasting gameplay (if that's what you want to call it) is possibly the most tedious I've ever seen on the Amiga. It just goes to prove that fast-moving sprites and a bit of parallax don't make a good shoot-'em-up. The levels here are so ill-thought-out, that the resulting action is just hectic, instinctive zipping around the screen with your finger glued to the fire button. Worst of all are the end-of-level baddies, including a demented owl, and a load of balls — that just about sums up the game. ■



■ For an Arnie game, *T2's* got surprisingly little gameplay muscle. It is hard, though: too hard, in fact. The first-level beat-'em-up's a piece of cake, but then you come against a brick wall with the long-winded bike chase. To stand any chance, you have to learn where all the obstacles are: a very tedious task. To make it worse, you only have a single life — and there are no level pass-codes or even continue-plays to ease the frustration. It's all the more disappointing after seeing the slick presentation and neat intro sequence. I'm afraid *T2's* a typical case of Hollywood glitz with no substance. By the way, forget what some magazines (and the *Gamesmaster* TV show) said: '*Judgment Day*' is spelt correctly (according to Collins), so there! ■



■ **Stunning between-level sequences, actually digitised from the film, can't compensate for a poor game.**



TERMINATOR 2: JUDGMENT DAY

■ **The Hit Squad, £7.99**

While *Terminator 2* was a fairly enjoyable film, I felt it was far too 'nice' for its own good. Somehow, it lacked the gritty atmosphere of its predecessor and had a general feel of 'one for the kids'.

Could the computer game make up for cinematic disappointments? After all, you can get away with gratuitous digitised violence, and the possibilities are almost endless. It wouldn't even have to be original — as long as there were lots of things to shoot and fight, everyone would be happy. Sadly, Amiga *T2* is something of a disaster, with almost exactly the same design as its insipid 8-bit counterparts.

The first section is a beat-'em-up where you have to stall the T1000 while John Connor makes his getaway. I'm sorry, but in my book, fearsome fighting machines don't shuffle gingerly — and they certainly don't make some of these awful-looking moves.

On yer bike!

So, while we're already jaded by the first-level fiasco, the second level comes as something

of a kick in the teeth. The T800 rides with John Connor on a Harley Davidson, with the T1000 giving chase in an articulated lorry. Various obstacles along the vertically scrolling track must be dodged, lest the heroes be crushed under several tons of metal. Sadly, while this may sound interesting, it's actually exceedingly tedious. It goes on for too long, for a start, and the only real skill involved is memorising where the turns have to be made.

As for the rest of the game — chuck in a few basic puzzle sub-games and repeat the sections just mentioned but with different graphics, and you've got *T2* in its entirety. On the C64 it was poor, but you didn't feel too bad about it because it's only an 8-bit machine,

with a limited amount of memory. For an Amiga game, though, it's frigging terrible. Second-rate graphics, sound and gameplay do not a good game make, and you'd be far better spending your pennies elsewhere.



TIP TIME! Don't use Issue #2's cheat — it doesn't work (sorry about that).



■ **What an excellent screenshot, Milo. The way you've captured the batter just as he's about to miss the ball is quite staggering. In fact, James can get the teas today...**



BUDGET BARGAINS

■ Zeppelin, £7.99

It was inevitable really. With the vast amount of racing games available (and most of them on budget) someone had to come up with a truck-driving game. The 'imaginatively' titled *Truck Racing* is the game that delivers the goods, but sadly it's second-rate stock.

After the mediocre introduction and minimalist options screen, the office was hardly resounding with 'hey let's party, it's a race game' noises. A quick glance at the packaging revealed that *Truck Racing* uses an overhead

view and, as we all

know, *Supercars 2* rules that field.

Following the selection of a one/two-player game, you get to choose your tyres.

Once you're satisfied, you move onto the qualifying lap, with a view to finishing as quickly as possible. The lower the time, the higher your place on the starting grid and the better your chances of winning.

Trucking hell

As soon as you start the actual race, it becomes blatantly apparent that *Truck Racing* has very little going for it. The graphics are (and we've all agreed on this) the worst we've seen on an Amiga game for ages. Bland,

mostly featureless backgrounds do little to complement the poorly defined trucks, and while playability doth make a game, it's a bit rough when you're faced with graphics that a C64 could better.

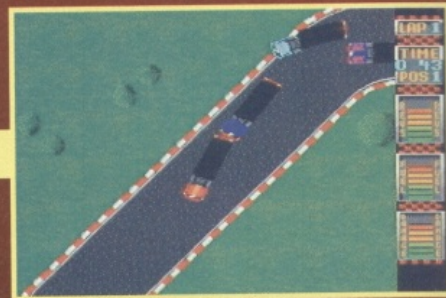
Also, it's too easy to pass other trucks by ramming them off the road, leaving you with a clear stretch ahead. Therefore, you find a great deal of time is spent driving on your own, with the tracks providing little challenge to

improve matters.

Usually, duff games manage to redeem themselves a little by including a two-player option. *Truck Racing* has a darn good try at this, but rather than using a split-screen display



■ What the truck? Get your Yorkie bars ready, 'coz there's no time to stop at the greasy caff — not at this speed, anyhow!



RVF HONDA

■ Kixx, £9.99

I've never been a great fan of motorcycles, because I don't like the idea of having my legs crushed should some idiot driver (and there are a lot of them) decide to pull out of a junction too quickly. Also, can you imagine skidding in icy conditions? It really doesn't bear thinking about, and so I'm quite happy fulfilling all my two-wheeled urges (what little there are) with biking games (*Road Rash* being my personal favourite).

RVF Honda doesn't have the violence of the aforementioned stormer, but there is a great deal of competitive action. With a host of tracks, the option to practise them, and (of course) the races proper, there's a fair amount to keep you happy.

While the game moves at a fair old rate at full speed, I'm a little disappointed by the roadside scenery. It's fairly simplistic — not to mention sparse — and while it doesn't detract from the game in any great way, I've still got to moan because other games have performed better in this area.

Round the bend

As ever, racing is a fairly simple affair of manoeuvring your bike around the tracks and other drivers, while clicking fire with forwards/backwards to change gears. This makes things a little complicated when slowing down, but works well with practice.

Although *Honda* is an enjoyable and worthwhile purchase which improves with extensive play, I can't help but thinking it would have benefited from an analogue joystick option.

With the different gradients of bend, it would have erased the game's most major fault: the difficulty of cornering. Once you go off the track your speed

drops at an alarming rate, and it's fiddly to get back onto the road, into the right gear, and moving forwards again. While you're messing around doing this, the other riders are disappearing into the sunset...



TIP TIME! If you change down into second gear while slowing down around tight corners it will give you more acceleration once you're through the bends.



■ Personally, I prefer driving games to bike racers. Very often the latter are hard to control, especially the ones that use a mouse — aarrghhh! However, *RVF Honda* is a user-friendly exception. In fact, if anything, cornering is a little too easy: our resident bike expert, Milo, reckons there's not enough centrifugal force. Mostly it's simply a matter of shifting down through the gears till you stop drifting outwards, then quickly back up to top as you exit the corner. After a few practice laps, you get to know the current track well enough to anticipate the bends. The graphics aren't in the same league as those of some racing rivals (most notably, the recent *No Second Prize*) but, at top speed, are fast enough to be convincing. At full-price, *RVF* was merely mediocre, but its simple playability makes for ideal budget fare.



ING

■ I remember playing an ancient coin-op where you controlled a truck: it was slow and

dull. Sadly, *Truck Racing*'s no better. Even if they'd improved the appalling graphics and mind-numbingly monotonous motoring, I doubt much could be made of such a naff concept. I mean, the real sport's boring enough — the size of the trucks making overtaking virtually impossible — so why bother making it into a computer game? Apart from the obvious novelty (there are a zillion other car and bike games), the answer seems to be that the game's sluggishness is more suited to lumbering juggernauts. Whatever next: tractor racing? ■



(as in *Supercars 2*), it attaches an invisible elastic band to both human-controlled trucks. Should one player be scrolled off the playing area, their vehicle is catapulted back onto the screen behind the other person's truck. Sounds stupid? You bet your hamster it is, but it created a few laughs in the office (then again, we didn't buy the game).

I'd advise you to avoid *Truck Racing*, as it's got so little going for it. Instead, check out either *Supercars 2* from GBH or *Carnage* (from Zeppelin, ironically) and live happily ever after.



TIP TIME! Ram your opponents off the road to give yourself an easy quick lead.



BUDGET REVIEWS

■ And that's magic! Flippin' 'eck, I'd rather watch Paul Daniels!



PINBALL MAGIC

■ Kixx, £9.99

Pinball is (as EVERYBODY knows) a game that involves keeping a ball rattling around a table, using two or more button-operated 'flippers'. Littered around the table area you'll usually find various objects that propel the ball in a different direction, drop it into a hole before spitting it back out, etc. — it all depends on the table you're using. Some of the newer machines even have more than one level, with little ramps allowing the silver ball to go up down and all over the place, scoring points as it goes...

“Very much like an 8-bit game”

have (with the exception of *Pinball Fantasies* and *Dreams*) been a rather mediocre business. *Pinball Magic* is sadly no different.

For a start, it uses static screens for tables. After *Pinball Fantasies*, with its wonderfully drawn scrolling areas, different-height levels (with a perspective effect that

worked) and a choice between four radically different tables, each with a myriad of features and its own particular theme — beginning to catch my drift?

Pinball Magic is very much like an 8-bit game, with nondescript graphics, poor table design, and a ball that moves as if it's made of

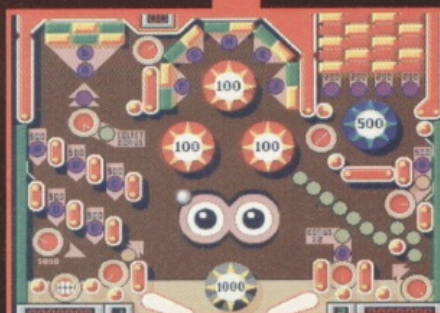
polystyrene. If you want a decent computer pinball game, get *Pinball Fantasies*. It's as simple as that.



TIP TIME! Trap the ball with the flippers to aim it (more) accurately at the points!



■ Static tables belie the game's antiquated origins — nowadays there are far superior efforts around.



■ Some games are so atrocious it's difficult to know what to say about them. In *Pinball Magic*'s case, the word 'balls' keeps coming to mind for some strange reason. Comparing it with *Pinball Fantasies* is like comparing Vinny Jones with Pele. Never mind the uninspired graphics, there simply isn't enough to do apart from roll over a few letters, and half your time is spent waiting for the score to tot up while the ball's stuck in a hole. Even the very earliest (real) pinball tables were more interesting than this: had they been this dull, the game would never have taken off. ■



BUDGET BARGAINS

■ Zeppelin, £7.99

There have been so many *Supersprint*-style racers released over the years, you'd think the genre would finally conk out and die, but *Carnage* proves just why overhead racing games are still so popular: they're great fun.

No-one could argue that *Carnage* is anything but poor in the technical stakes, with its tiny little cars and mediocre tracks. But for sheer playability it matches other similar games like *Indy Heat* and *Super Off Road*. Even better, it's got a four-player mode: the extra two either use the keyboard or two more joysticks (if you've got an adapter, like the one given away with Ubi Soft's *Dyna Blaster*).

■ Motoring mayhem

And the more the merrier, 'coz the racing action's a riot. As the title suggests, there's a fair amount of barging and bumping going on between the racing rivals — you can even lay land mines! But don't get too carried away (with less than four players, at least) or the

computer cars will zoom off into the distance — a human driver must win or it's game over. This introduces a streak of cooperation into the play when things are looking tough, with both players trying to barge and blow up the computer cars to make sure they don't win.

Championship points are awarded after each race, before a visit to the shop where improved acceleration, top speed, and steering can be bought, along with mines and nitro boosts. The latter are particularly useful to establish a quick lead at the start of races, or to make a desperate attempt to catch the leader towards the end.

Carnage proves that the simplest ideas are the best. It's hardly any different from most other overhead racers, ie extremely playable and competitive. Well worth a spin.

The racing action's a riot



■ I've always enjoyed overhead-view racing games, and *Carnage* is no exception. Although in some ways it resembles a poor man's *Supercars 2*, it still scores highly due to interesting track design and an enjoyable multi-player option. It's also a hundred times better than Zeppelin's other plan-view racer (reviewed this month).

As you can imagine, the one-player game tends to become a little samey after a while, with a steep difficulty curve leading to frustration and the odd case of reset finger twitch. However, if you like the genre and already own *Supercars 2*, I doubt you'll be disappointed with *Carnage*.



TIP TIME! If a computer car's way ahead, one of the human drivers can keep bumping into him to allow his 'rival' to catch up and win, so both qualify for the next race.



QUATTRO POWER MA

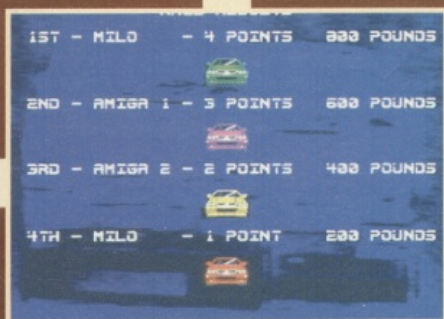
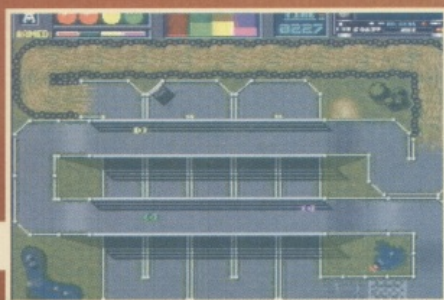


■ CodeMasters, £7.99

Four games in one budget pack? What does that say to you? Does it scream CORKING GAMES FOR MINIMAL EXPENSE or does it mutter cheap marketing ploy, man. They're selling off their back catalogue to get a few extra pennies.

To be honest, neither of these is appropriate, but I do have to say that *Super Grand Prix* is almost reason enough to buy the pack. Take the basic ingredients seen in *Supersprint*, include a plethora of different vehicles (including Lotus, tanks, and dragsters) and well-thought-out gameplay enhancements (genuine skids around corners), and you've got an excellent little race game. My only possible criticism would be the difficulty level is a little on the high side, but at least it offers some long-term challenge.

Violator is a surprisingly addictive shoot-'em-up with a sharp difficulty curve. Right from the start, you're plunged into the thick of the action with bullets flying left, right and centre. The addition of progressive power-



MACHINES

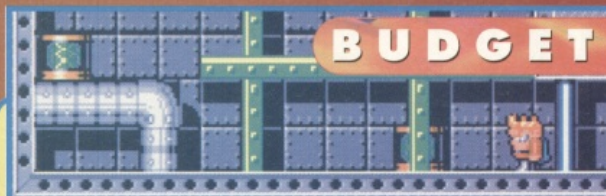
ups offers a little assistance in ploughing through the levels, but don't expect anything of *R-Type* proportions — it's fun for a while but nothing special.

That sinking feeling

Pro Powerboat Simulator is a rather dodgy race/battle game with a host of other boats to beat, and very little in the way of enjoyable features. Granted, the two-player option adds spice to the vertically scrolling tedium, but ultimately you'll find the lack of variety a real killer, and the insipid (almost 8-bit) graphics do little to inspire enthusiasm.

Finally, **Nitro Boost Challenge** is a bit of a joke. Like *Powerboat* it's a vertical scroller, but places you in the driving seat of a high-speed vehicle. Tearing along the hazard-strewn areas, you soon come to the conclusion that this game has very little going for it, and the lastability lies somewhere around the five-minute mark.

So, there you have it. One good game, one average and two naff titles on a compilation that deserves merit for the cheap price. My advice is to check *Super Grand Prix* out — if you don't like that, you'd be better taking your money elsewhere.



BUDGET REVIEWS RICK DANGEROUS 2

Kixx, £9.99

After heroic exploits in his first computerised appearance, Rick Dangerous returns to the Amiga in yet another tale of trap dodging and frantic running away. However, things are not happy on the home front, as horrible aliens have landed in Hyde Park. Recognising these as the dastardly creatures from the end of his previous adventure, Rick slips into his superhero outfit and attempts to get rid of them once and for all...

Our hero is rather like a squat Indiana Jones figure, equipped with laser gun (with limited charges) and a few explosives. Using these, he has to negotiate four varied levels (in any order, which is a blessing) while dodging traps and assailants, contact with which is fatal — although you do start with a generous six lives.

Rick's agility comes in handy: he can climb ladders, leap over chasms and crawl through tunnels. Sometimes he needs to manipulate scenery by kicking cleverly-placed switches, which can open previously inaccessible entrances. As you can imagine, things become ever more hectic the further you progress, and matters are made more difficult

by the division of levels into sections — lose a life, and it's back to the start of the part you're in...

Tricky Ricky

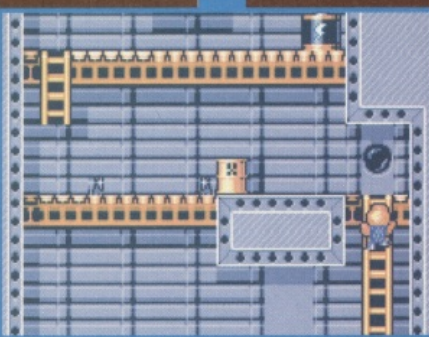
The original *Rick Dangerous* was extremely frustrating to play because it relied too heavily on extensive memorising of the correct route. Although arcade skill was an integral element, many of the traps would catch you out unfairly. As a result, each attempt saw you progressing a little further, before being caught unawares (again).

Rick Dangerous 2 is pretty much the same game, with different graphics and attack patterns and, like its predecessor, will have its ardent fans while leaving others cold. I quite like the game, even though the graphics are a little ST-ish and the frustration level's on the high side. Try it out first — you may be pleasantly surprised — but owners of the original beware; it's simply more of the same.

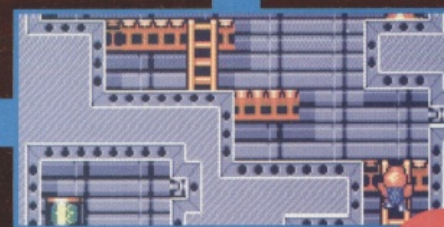
Simply more of the same



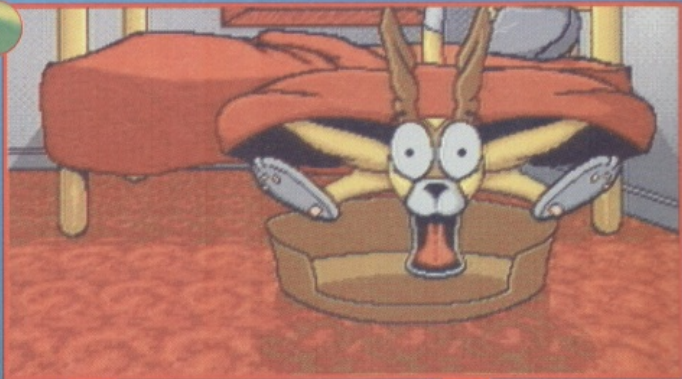
TIP TIME! Use your weapons sparingly — you only have a limited amount. If you can avoid an enemy, do so!



■ Many sequels are very similar to their predecessors and, though this is definitely the case with *Rick 2*, it's no flaw when the action's this playable. Ducking under laser beams, pressing switches and blowing things up with dynamite is all frantic fun. The only slight problem is the way you can get killed unfairly, eg pressing a switch indicated by an arrow, only to find it blows your head off with a laser. This only happens occasionally, however — the more usual way of dying is by failing to spot potential hazards quickly enough. You need a combination of good observation and fast reactions to do well in this well-designed, often funny, arcade adventure.



RICH PICKINGS



SLEEPWALKER

■ Ocean, £25.99

If there's anything worse than a dreaded charity record, I don't want to know what it is. The fact that 'it's for a good cause' doesn't make me feel any better when hearing Sting and Cyndi Lauper wailing away — I'd have rather paid to stop them singing. So when I heard Ocean were to release a Comic Relief computer game, forgive me if I wasn't that enthusiastic.

However, *Sleepwalker* comes as an extremely pleasant surprise. Reminiscent of Zeppelin's mildly amusing budget game of the same name, it takes the basic concept and turns it into a masterpiece. You play Ralph the dog, carefully guiding your sleepwalking master (a boy called Lee) around multidirectionally scrolling levels. Hazards such as cars, open trapdoors, water, and noisy nightclubs all threaten to wake him. Some of these must be eliminated by going ahead of Lee before he reaches them. Poor Ralph has to endure much pain in the process: eg being frazzled when blowing up dynamite, getting beaten up by a nightclub bouncer, and even being snatched by the local dog-catcher, though the latter two can be knocked on the head with a baseball bat!

Stick-slapping slapstick

But don't leave Lee's side for too long, or he'll fall down one of the many gaps. You can either kick Lee over these or stretch out your arms between the walls and let him

walk over you! You also need to boot him up to higher platforms. It may sound all too tricky, but things are made easier by a very clever control system. By simply walking into Lee, you can hold him still, then press down to swap positions with him, or fire to send him walking the other way.

An essential aid to navigation is the map, which expands as you explore the level. This, plus the ease of control, prevents the game from becoming too frustrating — but with so many hazards it's no piece of cake getting Lee safely to the exit. Then there's the additional quest of collecting the letters of COMIC to enable entry to a bonus level.

This takes place in Ralph's wicked dreams, where he collects combinations of objects to form the name of a hazard, eg LAMP plus POSTBOX minus BOX equals LAMPPOST. For each of these, you're rewarded with a comical sequence showing Lee meeting his sticky end in that hazard. Collect them all and there's the promise of a 'surprise' at the end of the game.

Not only is *Sleepwalker* very funny, with comical input from the likes of Richard Curtis and Rowland Rivron (plus sampled speech by Lenny Henry), it's also a darn good game.



TIP TIME! On the first level, shut the first trapdoor and Lee will walk right till he gets stuck in a small pit: leave him here while you go ahead and eliminate more hazards.

“ Things are made easier by a very clever control system ”

■ The thought of a charity game didn't exactly ignite fires of excitement. After all, previous attempts at linking good causes with computer games haven't been classics by any stretch of the imagination.

Therefore *Sleepwalker* is surprisingly good. Slick graphics and gameplay are all there (in force) and what the game may lack in being a little annoying is made up for by sheer addictiveness. There's also the odd moderately funny visual gag thrown in for good measure.

This game is pure Rave Review material, so in a way it's sad that *Lemmings 2* arrived at this time. Nevertheless, rush out and buy *Sleepwalker*, and enjoy the game while helping a worthwhile cause. ■



A1200-ONLY VERSION

■ What a crazy game! Excellent entertainment in its 16-bit incarnation, what exactly does Ocean's *Sleepwalker* have to offer owners of Commodore's 32-bit marvel? Well not a lot more, is the simple answer. The game doesn't appear to run any faster on the 1200 (which is no great shame as it already runs quite fast enough, thank you), and the sampled speech and spot effects in both versions are identical (crystal clear, too!). What the A1200-only version *does* have, though, are far more detailed backdrops. Multidirectional parallax-scrolling is difficult to achieve on a top-of-the-range super-duper PC, but the A1200 takes it all in its stride — smooth, sharp and colourful. Gameplay and, indeed, foreground graphics are identical in both versions, we just can't wait for a dedicated, specially developed for-the-machine A1200 game comes out so we can see just what this baby can really do! ■



LEGENDS OF VALOUR

FULL PRICE REVIEWS

■ US Gold, £39.95

Not the best way to begin a review, I know, but this game is so utterly brilliant that I'm practically speechless! It's not that I don't know what to tell you, it's just that I don't quite know where to start — there's just so much to it.

Okay then, how about the instructions? Beautifully presented and written in a flowing, easy-to-follow form, for

the first time in my gaming life I actually read them from cover-to-cover before loading the game. Genuinely funny, relevant and thoughtfully laid-out, they set the scene very well indeed, detailing all the info you need to get up and running (or walking if you've only got one meg to play with!) without giving too much away.

The game itself is the closest any home computer has got to the virtual reality experience. Stunning 3-D graphics really give the impression of 'being there', while a choice of control methods allow the player to gradually get into moving about before tearing off to explore in earnest.

Set in a sprawling Tolkien-esque city, the aim of the game is purposefully vague. Basically, you play a character (either human, elf or dwarf) who has come to town initially in search of a wayward cousin. On your arrival, however, you soon discover that locating the missing member of your family is not going to be a walk in the park. Packed to the back-alleys with hoodlums and hobgoblins of every description, this town demands caution at every turn. First off, though, you'd better find a bed for the night...

Work, rest and pray!

Adding to the 'reality factor', the player must ensure their character has enough to eat and drink on a daily basis, as well as catching an adequate amount of zzzzz's (a tired and hungry adventurer does not a Great Warrior make!). A multitude of hosteli-ries are dotted

about the enormous city, but it's prudent to shop around. Prices vary enormously; it's often best to lodge in one place and eat at another.

Generally, the aim of the game is to remain alive for as long as possible — not too difficult if you're careful — but the long-term challenge can involve almost anything. You'll meet 'people' who offer rewards for certain tasks, for example, which you can accept at will. Sub-plots arrive in many unpredictable guises, and the search for your cousin rapidly looks like turning into a wild goose chase of epic proportions.

It's even possible (essential!) to join various guilds and temples which, once you've successfully completed a given task and handed over the required dosh, will furnish the character with enhanced skills (fighting for the mercenary guild, stealing for the thieves guild, etc).

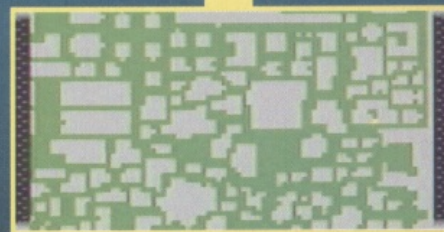
Well I'm nearly out of word-space, and still don't feel I've really scratched the surface. What about those graphics (astounding!), sound (disappointing), the underworld below the city (dangerous but rewarding) and city militia (ba****s)? One thing I *must* point out, though, is this: if you've only a single floppy drive it can be very awkward, and hard-drive installation is highly recommended.



TIP TIME! Don't hang about in one place — you'll be locked up for 'loitering'!



■ Design your own character (or your dream woman!) (Above). Insulting guards is not a clever idea (Below)



■ There are loads of RPGs around, but many of them look and play very similarly. Part of *Legends Of Valour's* attraction is that it breaks the mould. For a start, the 3-D graphics are extraordinary. At first, it seems like you're wearing blinkers, your field of view's so restricted. But once you get used to this, you begin to really appreciate the immense detail in the buildings, trees, and characters who roam around. Particularly impressive (and unique, to my knowledge) is the ability to look through windows to see what's inside a house — though too much of this can get you arrested! Another of my favourite features is the way you can insult people, eg 'You're the child of a diseased boi!'

Undoubtedly the game's greatest asset, however, is its open-ended nature. Although you're searching for your cousin, you're constantly sidetracked by various sub-quests as you explore the vast city, doing odd jobs to earn cash. The latter can be spent on food, accommodation and, of course, alcohol — drink enough and the view goes all weird! The freedom to find your own way through the game, rather than having set objectives, makes it something really special. It really is like stepping into another world. ■

PHIL

RICH PICKINGS SPACE CRUSADE — THE VOYAGE BEYOND

■ Gremlin, £14.99

This (ten) extra-levels disk requires the original *Space Crusade*. For those of you not in the know, the latter is a conversion of a futuristic board/roleplaying game. Although the Games Workshop-produced board game has its fans, you've got to admit that making the necessary calculations eventually becomes a little tedious, and that's where the computer version scores highly. With a series of missions to complete, it pits you against aliens and wrong-doers, taking turns with the computer and (if you have any) friends, with a view to achieving the mission objectives.

A series of actions is displayed in the lower screen section, and each can usually be performed once a turn. With these you can locate and destroy assailants, as well as make your way around the (rather large) maps. Once you've moved your five troops, you end your turn and pass control to the next in line.

Combat either involves firing a weapon along a corridor, or hand-to-hand scuffles. Results are calculated using dice rolls, with attacking and defending scores influencing the outcome. As a rule, most characters can only receive one hit before death; more powerful individuals (such as your one Commander or the fearsome Dreadnought) can sustain more. As you can imagine, the more powerful the weapon used, the more lethal the result — and the higher the probability of an offensive hit being scored.

Matters are complicated further with the addition of random 'events'. These are calculated and implemented during the computer's turn, and could have devastating effects in certain situations. For example, a booby trap could be triggered, a gun could become jammed or occasionally good fortune could be awarded. A particularly good example of this is the remote controls that allow you to control the opening and closing of doors in the complex. This can be quite handy, as the doors stop for nothing and it's possible to squash your assailants, should they be stupid



enough to stand in an entrance.

Gremlin's graphics

Graphically, *Space Crusade* was good enough to look at, with the option of viewing events in isometric 3-D a nice touch. However, at the end of the day I felt the game a little flawed, with random deaths leading to frustration. After the classic *Laser Squad*, which required genuine skill and thinking while remaining easily accessible, I've expected a little more from strategy games.

Space Crusade's prehistoric board-orientated control method left me cold, and the extra-levels disk has done little to convert me. Ten new levels that I find

distressingly similar to their predecessor's are not what I'd call an improvement. Granted, they've incorporated a few changes including some new weapons and aliens, and the graphics have been tweaked a little, but oh boy — isn't the price a little much for an add-on? You can buy budget games for less, and I'd advise you do just that. Only ardent fans of the original will get value for money here, though non-*Space Crusade* owners get a slightly better deal from a pack containing the original and this extra-levels disk for £25.99.



TIP TIME! Put the guys with the heaviest weapons to the front first and fire (they don't move very far), so the other geezers don't get in the way.



■ Above: Designer Mark Kendrick drops an atomic bottom burp — just look at those suckers blow!



“Levels that I find distressingly similar to their predecessor’s”

■ The best board-game conversion ever has just got better. Gremlin's *Space Crusade* was a welcome breath of foetid alien air when it arrived on the Amiga almost a year ago (and yes, I *have* played *Laser Squad*!), and now fans of this tactical mega-blast have the option of tackling ten new missions. Released as both a stand-alone product (incorporating the original game plus the expansion disk) and as a later-levels addition, those who missed out when it made its dynamic debut can have the best of both worlds. I can't help thinking, though, that £15 for the expansion disk alone is a bit steep...

So what's new? Well the graphics have been tweaked (slightly — there is more detail in general, but most of it's in the 3-D views only), and new monsters/weapons have been included. Thankfully for us ass-kicking devotees of the original, previously saved Commanders can be deployed to blow the scum outta anything that moves in the later levels, and the game's gritty, atmospheric playability has been fully retained. The new missions have been deviously assembled to provide the maximum challenge, and anyone who's got anywhere near completing the original 12 levels shouldn't hesitate. ■



■ **Origin/
Mindscape,
£34.99**

WING COMMANDER

After *Wing Commander's* well-packaged and presented set of instruction sheets and booklets, I was hoping for quite a lot. Ray-traced graphics, a host of ships to pilot and varied missions to fly... there was even a weighty section on combat tactics and how to co-operate with your wingman. Can you believe that? A flight-combat game with actively intelligent CPU-controlled assistance? This is the sort of stuff I dreamed of as a one-time Spectrum owner!

With a great deal of trepidation, I booted up the code and waded through the film-like presentation. Although it's not too smooth or speedy, you can pretend not to notice — it's the game the matters, after all.

You're a pilot for the Terran space fleet, assisting in keeping the warmongering Kilrathi aliens at bay. The game begins with you at at fairly low position in the fleet's hierarchy, but by completing missions you begin to climb the ranks. A successful sortie would be one that you returned alive from, having fulfilled the objective (escorting a carrier craft, on patrol, or leading an offensive strike). With promotion you can begin to use more powerful spacecraft with better armaments — be they missiles, lasers, Neutron guns... (there really are a lot of them, you know!).

As I've already mentioned, *Wing Commander* gives you a computer-controlled wingman to assist in combat. Should an alien threat close in with unwelcome intent, you can either let your

comrade give you covering fire (leaving you covered to take pot-shots at assailants) or allow him to disengage and dogfight alone, leaving you open to attack (but doubling your combined attack capability).

The manual extols the virtue of keeping your wingman close in certain situations, and gives handy hints on the various attack crafts as well as setting the scene. Atmosphere is something *Wing Commander* has in bucket-loads — and it's enhanced even further by a soundtrack that follows the action.

While (nearly) everything that the manual details is present, I wasn't expecting it to be so s-l-o-w! Not only is it graphically sluggish, but movement and functions are also hampered by the fact that they happen a few seconds *after* you wanted them to. This makes the action a little frustrating.

The assorted missions available (as well as the weapons systems and wingmen) help to stop *Commander* being a total 16-bit failure, but when you think about *Elite* (the 3-D space classic of yesteryear) you begin to wonder...

If you can take the pedestrian pace and response, you'll be as happy as an Immac salesman at a Miss Lovely Legs competition. If you like your action fast and frenetic, on the other hand, you're advised to look elsewhere — unless you're an A1200 owner. Take it away, Steve...

TIP TIME! Don't confront enemies head on — you'll find it much safer to get behind them and use your thrust function to keep close. Fire at will!

“Atmosphere is something *Wing Commander* has in bucket-loads”

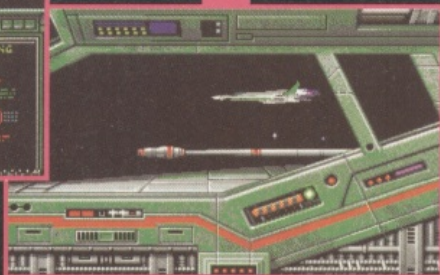
A1200-ONLY VERSION

■ Having had a fair old blast on *Wing Commander* on the office A600, I can't honestly say that I was overly impressed. Graphically dazzling (in places) it may well be, but the jerky, unresponsive flight controls left, I thought, much to be desired.

On slinging it into the floppy drive of my home-based A1200, however, the game's enormous appeal was suddenly unlocked. The ray-traced bitmapped graphics suddenly launch themselves into a league of their own and, while I'm still finding the ship's control method a tad awkward (oh, for an *Elite*-style flight system and radar!), the double-fast screen update all but did away with the sudden-death syndrome prevalent on the 16-bit machines — having an asteroid appear before you with no time to take evasive action is a serious flaw, fortunately one 32-bit owners won't have to suffer.

All in all, I wouldn't hesitate to recommend the game to owners of the A1200 and, while the movie-style element still remains undoubtedly compelling in the game's 16-bit incarnation, I would point out that it's the actual flying and fighting which provide *Wing Commander* with its appeal; and these elements are sadly lacking on the slower machines (sob!). ■

STEVE



RICH PICKINGS

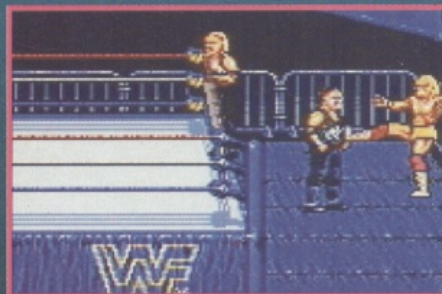
Yes, we know these four Ocean games have been in the shops for a while now. Trouble is, we previously had difficulty obtaining review copies. But now we've got 'em, we thought we'd better do a quick roundup — especially for those who never buy a game until they've read the AMIGA FORCE review first!

■ Ocean, £25.99

While the neat animated intro of a cartoon Kim Basinger dancing provocatively had the whole office literally drooling over the monitor, it's all downhill from there.

Trying to convert the film's silly plot into a game was never going to be easy... Jack Deeks, an artistic convict, invents an alternative animated reality called Cool World, populated by Doodles, including the delectable Holli Would (Kim Basinger). Of course, this imaginary world comes to life and the Doodles use vortices to visit the real world and nick a few consumer durables. The increase in crime is nothing compared to the instability caused in the cosmic balance, threatening the very existence of the universe.

Make of that what you will, but Ocean came up with a very dull platform shoot-'em-up. You play the policeman Harris, who must use the vortices to skip between the two worlds, retrieving stolen objects from the Cool one and, in reality, shooting Doodles and sucking the resulting inky blobs into a pen. Too many Doodles in reality, and/or too many stolen objects in Cool World, and a life is lost. It turns out to be a tedious balancing act as you

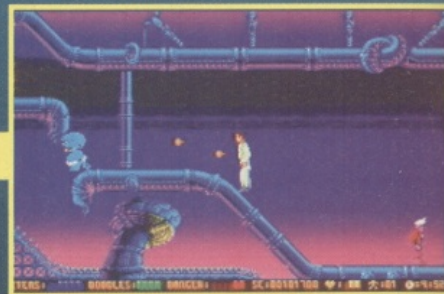


COOL WORLD



try to survive for the required amount of time. The 16 levels get gradually harder, but all play identically.

The one aspect you'd have thought could have been well-implemented would be those cartoon characters, but the graphics are inexplicably poor. You're first greeted by a tacky-looking maze of streets populated with badly animated sprites. You must shoot the latter to reveal coins: collect enough of these and you can enter the door to next laborious level. Seriously uncool.



WWF EUROPEAN RAMPAGE TOUR

■ Ocean, £25.99

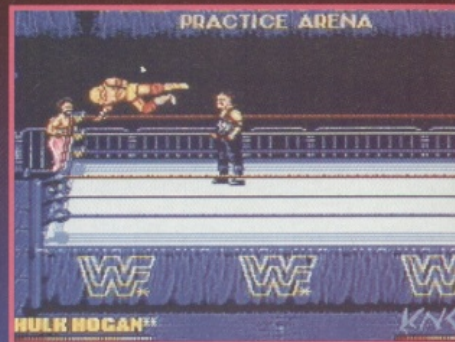
If you thought real-life wrestling was crap, you ain't seen nothing yet! I mean, the first WWF game was pretty dull with all its arm-killing joystick waggling, but it looks like a masterpiece compared to *European Rampage*.

It's poor from start to finish. The presentation's unspectacular (not even any pre-match ranting), while graphics utilise a dodgy pseudo-3-D effect with a far-too-low viewpoint (why didn't they retain the original game's angle?) and small, poorly animated sprites. Worst of all, gameplay is about as exciting as watching the entire series of *Cell Block H* in one sitting. Boy, is it bad.

Your wrestler can perform flying kicks, dives, rolls, holds, and throws. Trouble is, the computer opponents are so thick that most manoeuvres aren't required. All you have to do is stand in the corner and keep pressing fire. After hopelessly trying to get behind you, your stupid opponent walks straight into your slaps and kicks, then falls onto the floor where you can stamp on his head. Better still, try standing on top a corner-post: very often the other wrestler will go charging into it and fall flat on his face! The only thing the computer wrestlers are any good at is tagging their partner when low on energy. Still, it doesn't take long before they're both so tired that you can pin one down for the required three seconds and win the bout.

This fiasco continues against each of the three teams, before repeating the process in another European location. There is a two-player mode, but with such little skill involved it's hardly any improvement.

If you thought lousy licences were a thing of the past, think again. This is an insult to the good name of the WWF — and that's saying something!



LETHAL WEAPON

■ Ocean, £25.99

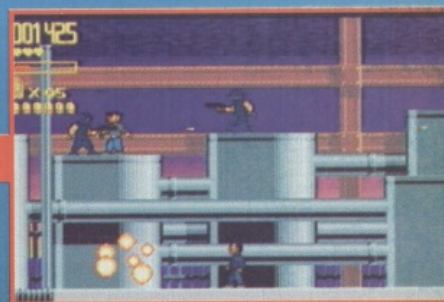
Why the first two films didn't spawn their own computer licences is a complete mystery, but *Lethal Weapon*'s apparently an amalgamation of all three movies. Sadly, there's no two-player mode; you must choose between Riggs or Murtaugh. However, at least the two characters are different in ability as well as appearance: Riggs is better at unarmed combat, while Murtaugh packs more firepower.

The action takes the same form on each of four missions (you can play the first three in any order). It's a multidirectionally scrolling platform shoot-'em-up, with your smallish

character running and jumping along, shooting at gun/dynamite-toting villains while looking for evidence. However, (collectable) ammo's in short supply, so the ability to kick baddies at close range comes in useful. There are also doors leading to rooms, and lifts to take you higher. The hero can even swim under water in the harbour — but watch out for patrolling sharks!

It's not the most innovative of concepts, but the basic gameplay is designed so that you always want to get just that bit further. On the other hand, if you do get frustrated you can always try another mission.

It's nowhere near flashy or special enough to be a true blockbuster, but *Lethal Weapon*'s an enjoyable romp.



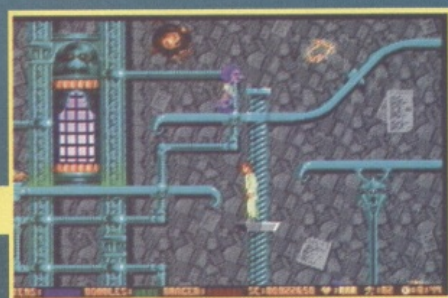
■ Above: Hectic platform shoot-'em-up action in Ocean's *Lethal Weapon*. Below: More hectic platform shoot-'em-up action in *Lethal Weapon*!



■ Platforms, lifts, guns and bombs — nothing new but beautifully implemented.



■ Awkward to get to grips with, and frustrating when you do, this icon-driven blastarama could (and should!) have been a lot more fun to play.



ROBOSPORT

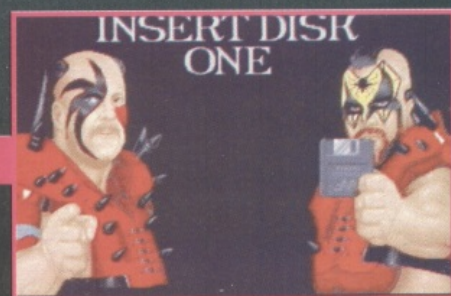
■ Ocean, £25.99

Claiming to be 'the thinking man's shoot-'em-up', *RoboSport* is actually more of a strategy game in the style of *Laser Squad*. Where the latter excelled in user-friendliness, though, *RoboSport* is very hard to get into. You see, instead of simply taking turns to move your troops (here, they're robots) around, you must program all their moves, wait for your opponents (up to four human/computer players can participate) to do the same, then see what happens by playing

the 'movie' of all the sides' simultaneous movements.

While this is more realistic than simply taking turns, it does create a few problems. For instance, you never get to fire directly at targets — instead, you have to fire at areas of the multidirectionally scrolling map, and hope you hit something! Thankfully, there's a 'scan & fire' function which enables your robot to automatically fire at any enemy entering its line of sight (as in *Laser Squad*). Even so, there's a lack of satisfaction at not having 'hands on' control of your firing and movements — watching a movie of pre-programmed manoeuvres doesn't have quite the same immediacy. And multi-player games suffer from the classic 'boredom during your opponent's turn' syndrome.

RoboSport isn't a bad game. Most impressive is its host of options, including five different 'sports' (ie objectives), five formations (defining the types of robots on each team), four game lengths, three battle arenas, and (best of all) up to four sides. Be warned, though: you're likely to tear a lot of hair out while getting to grips with it.



THE DREAM TEAM

■ Ocean, £25.99

Three big licences in one package? It could be a bargain — or something nightmares are made of.

The package kicks off to a moderately good start with *Bart Simpson Vs The Space Mutants*. Horrible aliens have landed in Bart's home town of Springfield, and are attempting to take over the world with a special super-weapon. However, they've still got to collect the various elements needed to assemble it (ranging from hats to purple objects and nuclear rods). The only way they can be stopped is for Bart to hide the necessary items...

Space Mutants isn't the best game I've ever played, but its tricky platform action proves moderately compulsive for a while. The problem is that the game's a little too infuriating for its own good, and you eventually wonder why you bother (and then subsequently don't). To enjoy this fully, you'd need the patience of a saint and nerves of

steel, as well as a nice padded cell to retire to afterwards.

The dream fades

WWF Wrestlemania is a game of fighting, insipid pre-match insults and scrolling rings. It's also far better than its successor (reviewed elsewhere this ish) but that doesn't mean that it's particularly wonderful. For a start, it relies heavily on joystick waggling so winning bouts is a simple matter of how fast you can wiggle, and how long you can keep it up. By the time you reach the second or third round, your arm aches so much that you really don't feel like carrying on, and the only thing that could possibly cheer you up is to see the programmers beaten with flaming joysticks.

Sadly, even the two-player game does little to improve affairs. As I've already said, it's more of a test of strength for both you and your joystick than an opportunity for gaming skill. *WWF* was far better on the 8-bit machines, where such insipid gameplay can (just about) be excused.

The last game on the pack just happens to be the terminally mediocre *Terminator 2*. I've already had to review this once this month, and I'll be blown if I'm going to do it again. Look to page 29 (and the budget review) for an infinitely more detailed account, and draw your conclusions from that...

As for *The Dream Team*, need I say more?

JAMES



■ Above: Bart will stop at nothing in his mission to paint the town red! Below: Grrmph, hrrph, gnarrgh (translation; take that, you blighter!)



SUPERFIGHTER

■ Ocean, £25.99

After *Street Fighter II*, my attitude towards other Amiga beat-'em-ups has been a little negative. The *Superfighter* compilation hasn't done a great deal to alter that.

Pit-Fighter (reviewed in its budget incarnation last month) is an exceedingly violent rendition of an illegal fighting competition. With a host of different opponents to fight and furniture to smack them round the head with, it really is a great way to pass the time. The action gets even hotter when a friend joins in, as the two-on-two battles are almost as much fun as the occasional 'Grudge Matches' where you're actively encouraged to smash your assistant's teeth down his throat. It's not as good as *Street Fighter II*, but it's certainly a fair bash (and infinitely better than the SNES version).

WWF Wrestlemania has already appeared on a compilation this month. It wasn't much cop on that, and surprisingly enough it isn't

particularly hot on *Superfighters*. The less said the better, I feel.

Not worth fighting for

Final Fight is a beat-'em-up in the classic *Double Dragon*/Target *Renegade* mould. Taking the part of one of three characters, you've got to plough through endless thugs to save (depending on which character you've chosen) your girlfriend, daughter, or friend.

While it remains enjoyable for a short while, you soon become aware of some rather nail-biting inadequacies. For example, the game tends to stop in the middle of the action and ask you to change disks. I don't know WHY this happens, I just know that it DOES and it's VERY ANNOYING! The control response seems a little on the sluggish side too, and there's no feeling of weight behind the movements. It's not what you'd call a terrible game, but I've seen a lot better...

If you want a decent beat-'em-up, nip out and buy *Street Fighter II*. If you can't afford that, get *Pit-Fighter* on budget.



■ /s been thrown-in for good measure on this rock 'ard compilation — but it didn't canvass many votes in the office 'quality poll'. (You're fired! — Ed).



JAMES

BIG BOX 2

■ **Beau Jolly,**
£29.99

Compilations are often used as an excuse to make money from insipid back-catalogues, but occasionally a company will buy software from other producers and come up with something special. At this point, certain philosophical questions spring to mind, such as 'do ants scream when confronted by an aardvark?', 'did Archimedes get into the bath 'cos his wife said eureka?', and 'will *Big Box 2*, with its ten titles, fit into the aforementioned "special" category?'

R-Type is an exceptionally good start to a compilation. This classic coin-op conversion does have its fair share of critics and is perhaps looking a little dated, but I still maintain it's one of the most enjoyable and satisfying shoot-'em-ups available. One of the more impressive features is the wealth of colourful power-ups — they're as useful as they are powerful, something I'd say is lacking in so many otherwise great games. Possibly the only criticism I've got about this being included is that most people will already own a copy, as it's been released on other compilations as well as full price and budget.

Bombuzal's a new one on me. It's a puzzle game requiring the joystick wielder to carefully detonate bombs on destructible tiles. Careful thought is needed to do this, and it's all up against a tight time limit. It's a simple concept that, while unastounding, proves to be a worthwhile (although occasionally infuriating) way to pass the time.

IK+ is another classic, but looks a tad flat compared with more recent beat-'em-ups — especially *Street Fighter 2*. Taking the standard one-on-one fighting theme, it injects

an innovative twist: an additional character for three-cornered fights (with one or two humans participating). You can be battling away with the one opponent, only to have the other sneak up and kick your brains through your nose. As if that wasn't enough, there's also a couple of interesting sub-games that break up the beatings and give you the opportunity to accrue extra points.

However, this is one of those unusual Amiga games that worked better on the C64. Strange as it may seem, *IK+*'s 8-bit counterpart had more realistically defined characters (the Amiga sprites look too chunky) and gave a greater feeling of weight behind the various moves.

And the rest...

You may be noticing that it's getting to the end of the review, and I still haven't covered the other games included in the pack. Well,

basically they're not really worth the space. *The Real*

Ghostbusters is a poor overhead-view shoot-'em-up (a conversion of the dull coin-op), while *Defenders*

Of The Earth is a naff sideways-scrolling shooty affair with nice parallax but an astounding lack of

gameplay. *Shanghai*'s a boring tile-oriented puzzle game that's decidedly awkward to handle, while *Sinbad And The Throne Of The Falcon* is a joke to all non-hard-disk owners. *Armalyte*'s an average shooty game (not a patch on the C64 classic) and *Back To The Future 3*'s a curious mix of insipid sub-games. Finally, *TV Sports Football* isn't bad, but will totally bewilder anyone but ardent gridiron fans.

So (sharp intake of breath), there you have it. *Big Box 2* is hardly the greatest compilation around, and only worth the cash if you haven't got the first three games.

“Hardly the greatest compilation around”

RICH PICKINGS



■ **Top: *R-Type* is probably the best game on the collection. Above: *But Bombuzal*'s not bad either. Below: *The Real Ghostbusters* — 16-bit slime for ghostly Amigas.**



■ **A couple of classics rub shoulders with some slightly less prestigious titles in this packed package.**







OLIVER TREY

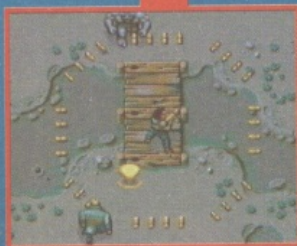
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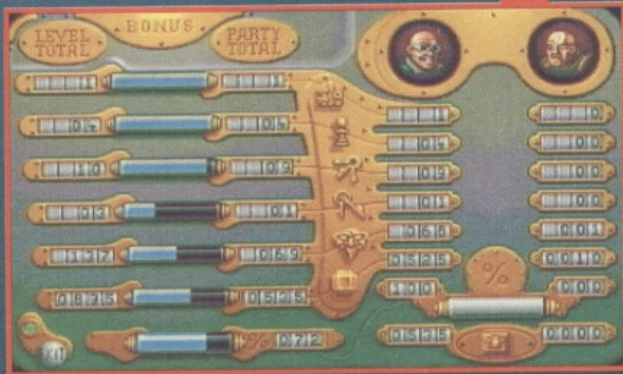
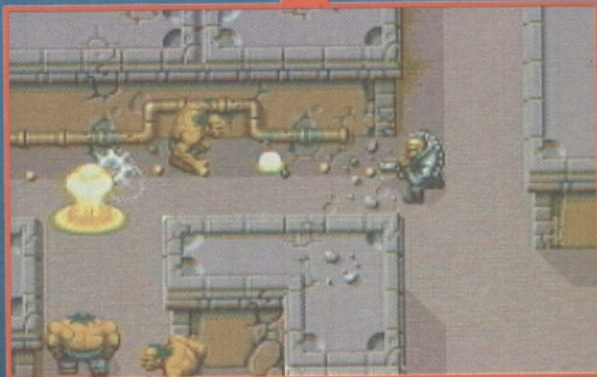
Amiga FORCE

RICH PICKINGS

■ Kablam! Special weapons play an important part in *The Chaos Engine*, here's a particularly handy example.



■ Left: If you go down to the woods today you'll be in for a BIG surprise — and it's certainly no picnic! Below: World Two's a real toughie...



■ Comprehensive options and data screens keep the player updated between levels — and don't they look neat!?



■ No, not the Man Ed's family album — these ugly mugs are all that stand between the end-of-the-world-as-we-know-it and salvation. It won't take long before you've found a favourite among 'em.



THE

■ Renegade, £25.99

At last! Finally a complete, de-bugged copy of The Bitmap Bros' *Chaos Engine* makes its office debut — we've had the demo for ages but I've steadfastly refused to review the game from that! — but has all the waiting been worth it...?

You bet! Like *Ikari Warriors* on acid this one- or two-player multidirectionally scrolling romp has the Bitmap stamp of quality plastered all over it. From the typically minimalistic intro sequence right through to the final showdown, this game oozes professional, polished charm. Atmospheric FX, a pounding soundtrack and sampled speech accompany the on-screen mayhem exquisitely, while the graphics themselves are, predictably, first rate; detailed, clear and all firmly adhering to the game's style (even the word 'pause' is a graphical delight!).

The story line, too, has been carefully considered: set in an H G Wellian Victorian period, the plot sees two mercenaries (if you play alone, select an intelligent computer-controlled character to accompany you) desperately attempting to reach the anarchic



■ You've got to hand it to the Bitmaps, their sprites are weird!



■ Those golden 'nodes' perform a number of different functions — here they both need to be shot before the exit opens.



■ After the disappointment of *Magic Pockets*, the Bitmap Bros are back with a bang. *The Chaos Engine* is easily their best game yet, simply oozing quality. You choose and equip your character via attractive menus, and the full statistics are shown after every level, even incorporating the characters' separate tallies. Coupled with moody music, this sets the scene for the multidirectionally scrolling action. The isometric backdrops are gorgeous, and the characters animated in great detail — I love the shotgun's authentic pumping action.

Thoughtful design is even more evident in the gameplay. The difficulty level's pitched perfectly, enabling you to get used to the ambushing baddies, and the process of shooting nodes and collecting keys, before the action really heats up. And doesn't it just! With two players, you must really co-operate well to stave off swarming enemies, covering each other's backs all the way. At the same time, greed comes in when collecting the cash, food, and special weapons. And for once the solo mode is just as engrossing, due to the addition of a computer-controlled companion who behaves surprisingly intelligently. Combining stunning programming and excellent game design, *The Chaos Engine* is a true masterpiece. ■



CHAOS ENGINE

'engine' of the title. Devised by, you guessed it, a potty professor, the machine is hopelessly out of control and is drawing all manner of weird and wicked monsters into the surrounding environment.

It's the lure of hard cash and not any perverse sense of ecological conscience that drives the gun (and Molotov cocktail!)-totin' dudes ever onwards, though. There are six 'ard-as-flip fellows to choose from, each differing in a number of areas: the character's 'Skill' rating dictates when and how special weapons/abilities may be used; 'Stamina' is bloody obvious (when you run out you've croaked!); 'Speed' indicates how quickly you can leg it away from particularly insistent critters; and 'Wisdom' only effects the computer-controlled player in 'one-player' mode (the higher his rating, the more enemies he's likely to annihilate and the less hits he's likely to take).

Anarchy, chaos, Stanley Ogden!

Apart from the flashy graphics and superior

sonics, what really sets *The Chaos Engine* apart from the crowd is the sheer playability of the thing. The careful working out of learning curves is something that's all-too-often absent in software nowadays, but that's certainly not the case here. The instructions give only enough information for the player to get up and running (mostly away!), the game's early stages take care of any further education.

Also, the way that the levels have been devised is frankly flawless. The difficulty level climbs ever higher as progress is made, of course, enabling just that little bit further to be reached each go. All this combines to provide a very moreish game — I was

up till gone three this morning having just *one more go!*

Other little quirks that genuinely add to the pleasure of playing include the fact that *every* monster leaves *something* behind (it's usually just cash, but often power-ups, keys and special weapons are discarded). This fact alone introduces a huge element of

competitive spirit to accompany the co-operation angle — sure, he's your buddy and, naturally, you'll defend his ass against attack... but if you can scoop more cash than he does it'll be *your* weapon that upgrades into a super blow-'em-all-to-bits mega-cannon in the game's occasional 'shop' screen (found after every second and fourth level). Intelligent adversaries also add to the fun — hang about for a minute and they'll stomp you mercilessly; if you run away they give chase.

Anyway, look, it's great okay? It's funny, though, as although the game is definitely '90s in design it really took me back to the 'good old days', when games offered more than just a handful of flashy devices and seemed to engross the player to a far higher degree. Buy it.



TIP TIME! Only fools rush in. Take your time, gradually scrolling the play area to reveal the next few baddies. Deal with these before moving on — running past them is not recommended, as they'll follow you! Also, make sure to buy the next issue of AMIGA FORCE for some stunning *Chaos Engine* maps and tips that'll knock you over!



FORCE mail

As our popularity grows, so does the mailbag. A diverse bunch of topics are covered this month and no mistake — if you'd like to air your own particular points of view, the address is shown at the end of the column. Occasional freebies will be awarded as and when the Ed sees fit, but he's a bit of a tightwad so don't expect the Earth...

AND TO TOP IT ALL

Dear AMIGA FORCE

Could you please send me a copy of the top ten games on the Amiga: For example the top ten roleplaying games, top ten shoot-'em-ups, top ten simulations, top ten fighting, top ten driving, top ten platforms, top ten sports. I hope you can help me as I've just purchased an Amiga and missed the first two copies of AMIGA FORCE.

Mr G J Whiteside, Liverpool

PS If you can't send me the info I need, could or would you be publishing it?

■ Shame on you, G J, how could you have missed out on Issues 1 and 2? Issue One featured a fantastic Phil King feature detailing the 15 best-ever driving games on the Amiga, while last issue Ben The Boffin (of Channel 4's *The Big Breakfast* fame) rounded up the all-time top 20 shoot-'em-ups. Back issues of AMIGA FORCE are always available through

our mail-order company: phone Database Direct on 051 357 2858 or, if you've access to a fax machine, their Fax number is 051 357 2813.

The other genres you mention will be tackled in future issues, so keep 'em peeled. In fact, why not take advantage of our generous subscription offer (page 72)? That way you're guaranteed to get all the crucial blah blah every month without having to etc etc!

Steve

A MEAGRE AILMENT

Dear Steve

I've been a reader of ZZAP! 64 since February 1990 (Issue 58) to the last (Issue 90, November 1992).

I acquired an Amiga 500+ in April 1990 for my 14th birthday.

Due to the ZZAP! 64 connection I was thrilled when you said you were releasing AMIGA FORCE. I own a Game Gear and have also bought SEGA FORCE from Issue One.

I have a problem though. When I turn on my Amiga the power light flashes on and off and the screen changes from black to a sort of Sheffield United away-strip green.

When I put a disk in nothing happens, but if I play with the modulator in the back of the computer it affects the picture, sometimes resulting in a blackout in power to the computer, with the television just being untuned and fuzzy. I feel this could help other

understanding of having the game.

In other words, have a few pages aimed at younger children who I'm sure enjoy reading a small, brief, but to the point review (ie worth having/don't bother reviewing).

Mr G Miller, Tingley

PS In Issue 2 page 15 the picture of *Barbarian II*: Is that Mr Wolf of *The Gladiators* fame? If I'm right could you give me a copy (please). Beg! Beg!

■ Well I do hope that any of our younger readers skimming this column weren't overly confused by your letter, Mr Miller — I certainly was! What you're driving at, I assume, is some kind of 'Kids Kolumn' — but what would be the point? Pretty soon we may start

rating the games anyway (see the reader survey on page 19), which will mean a quick glance at the scores will tell 'em all they need to know in the 'worth buying' department. And besides, most kids that I know are a good deal smarter than they're given credit for. Did you know, for example, that the average reading age in the UK is just that of a nine-year-old? (Down as low as five in America!). So no, a column for kids is out of the question — I wouldn't dream of insulting their intelligence.

And is that 'Wolf' on the *Barbarian II* cover? Whoever he is, he looks a right pillock to me (although I wouldn't say it to his face!). Besides, I ignore all begging letters, so who cares?!

Steve

YOUNG TEARAWAY

Dear Sirs

In October we bought your magazine which we found great.

What we would like to know is, in the magazine there is a game advertised called *Tearaway Thomas* which, according to the write-up, was meant to be released in October 1992. My son, who is nine, got an Amiga 600 for Christmas and really would have liked *Tearaway Thomas* too, but we can't get it anywhere. Nobody has heard of it, and the odd one who has, has no idea when it'll be in the shops.

Could you please tell us if and when it might be in the shops as my son is still patiently



readers. It's happened to some of my friends.

Please Help, Best Wishes

Paul Fowling, Tunbridge Wells, Kent

■ Oohh, nasty. Sounds to me like you've got some serious problems there, Paul. My advice would be to try this first: Switch off the power supply then unplug it from the wall socket to be double sure. Now carefully inspect all the pins that protrude from the modulator as one of them could well be a bit dodgy (bent, broken, etc). If one is skew-whiff, you can always try bending it back with a biro; but if they're all lookin' good, move onto the actual power lead. I suffered similar symptoms to those you describe with my own A500, the cause being my connector from the transformer was a bit loose in its socket... a tiny piece of sticky tape

around the square casing of the plug and a good shove soon sorted it out. Please note, though, that I'm certainly no technical whiz kid ('You can say that again!' — The Rest Of The A-Team), and my tacky techie tips should only be attempted at the owner's risk. I, nor Europress Impact, can be held responsible for any damage that may arise from following these suggestions. Okay?

If all else fails, you're looking at a trip to the hospital for sick Amigas, I'm afraid. There are several good places to try, but one of the best are Hawkwell Electronics in Essex (tel: 0702 207593). They run a collection/delivery service and give free estimates into the bargain. Happy Zzappin!

Steve

A WOLF IN LITTLE CLOTHING

Dear Sirs

May I add my congratulations in respect of your first two issues. Impressed so far!

Have the ideas of magazine format ever been addressed (in regard of AMIGA FORCE), that some of the pages (sections) could be printed a little larger and simpler; the reason being many children buy your mag, look at the large picture section in reviews, think 'Oh! they look good', and don't bother to read the review because it looks full of big words, irrelevant (tee hee) to their

waiting to obtain it.

We wait for a hopeful reply.

Mrs Jane Dozey, Richmond, North Yorks

■ Okay Jane, here's the deal. *Tearaway Thomas* is being distributed by a company called DMI, who release their products under the banner of Global Software. The game will have been in the shops for a few weeks by the time you read this so it's altogether possible that you may have bought it. If you're still having trouble, though, DMI's ever-so-efficient mail-order department would be delighted to supply you with a copy. Give 'em a ring on 0753 683336 for further details...
Steve

INTEREST RATES

Dear Steve

Thank God there is finally a magazine that is completely devoted to games. I must admit, AMIGA FORCE is a great mag — so please don't muck it up with a load of technical crap or coverdisks. And by the way, what the hell is a 'poke' (in the cheat section, Issue 2)?

I really think what AMIGA FORCE needs is to give a percentage mark to each game. It would give us a good idea as to whether it is recommendable or not. If A-FORCE had this system I would give it 100%!

I wish you all the best of luck in the future,

SWIVEL HIPS

Hello, good day and yippee!

I am soon going to be a new AMIGA owner and was looking at your magazine (very interesting) when I came across the Force Nine Mail section. I read the first letter with the four questions, but when I came to question three and it said 'When will software companies make games like *Swiv* compatible with the A600?' I was astonished, because I was going to buy an Amiga 600 so I could play *Swiv*. So I rang up The Sales Curve to make sure, but they said it was out for the A600 so I would just like to correct Gareth Foster, and say that maybe there's something wrong with his disks!

Hugo Wilkinson, Brockley, London

■ Did you know that *Swiv* was rumoured to have stood for 'Silkworm 4'? Storm (The Sales Curve) categorically denied this, but when you look at the game — especially the way some of the sprites assemble themselves — it's easy to believe the hearsay.

Anyway, idle gossip and trivia aside, you're right. *Swiv* will run on the A600, but NOT EVERY COPY! Try before you buy to ensure compatibility, and if you're ordering the game (one of my all-time fave shoot-'em-ups, by the way) through a mail-order company, make sure you emphasise which machine you own.

Steve

and I'm sure that AMIGA FORCE will be a big hit.

Brendan O' Callaghan, Thurles, Eire

PS I thought your reply to a letter entitled 'Disgusted of Sheffield' was a real beauty — I was laughing for about ten minutes after! Keep it up!

■ Nice to hear from you, Brendan, here's what you want to know. Pokes are basically cheats which are usually issued to the computer via a special cartridge (ie Datel Electronic's Action Replay Mk 3). Clever dicks can actually avoid using a cart by writing their own routines, but this is mind-bogglingly complicated; that's why we use the Action Replay! We find pokes essential when playtesting games for the reviews, as it allows us to see far more of the game — usually ALL! — enabling us to give balanced opinions on what the game has to offer. What the poke does is change certain values in the game code. For example, say a game gives the player three lives to start, well somewhere in the code a line will appear instructing the computer to ensure that only three lives are ever available at the start of a new game. With the correct poke installed into the program this value can be changed to practically anything you like, so 999 lives isn't out of the question. They also work with nearly anything that has a definite value — ammo, shields, smart bombs etc. The one problem, though, is that Commodore neglected to include a cartridge port on the A600, so users of the cut-down marvel can't utilise 'em. Sorry! If you own an Amiga with a cart port and want further details on Datel's Action Replay, give 'em a ring on: 0782 744707.

And as far as rating games goes, see the reader survey for details on how to make your feelings known...

Steve

HOLIDAY READING

Dear Sir

I am writing to say thanks for a good mag. I got hold of the first issue when I was on holiday, and to see an Amiga mag with no cover disk for £1.95 is very good. Also, please keep the Cut-Out 'N' Cheat section — I like it, and it's a new thing for a computer mag.

Also, please could you let me know when I have to look out for the next issue because the first one had 'Autumn/Winter 1992' on the cover.

I am a 50-year-old disabled person and I like to get all types of Amiga mags. The ones I get and save are Format and Power and, what I do is, get the hints, tips and cheats from the mags and put them on to a database. Then if anybody wants one from me I can just access the database and print out the list of what they want.

Mr J M Pearson, Mansfield, Notts

■ Thanks, J M, it's always nice to hear from a fan. By the way, any chance of your phone number? We could do with access to a tips database such as yours! Especially for the Tips Bits at the end of this column...

Steve

TIPS BITS

Most letters that wing their way to our luxury offices (titter) have at least one request for help tucked away among the ramblings and rantings. This is where they end up. We haven't played every Amiga game to its conclusion, slackers that we are, but you can bet your bottom dollar (or just your bottom if you're skint!) that someone, somewhere, has. If you're stuck, be specific; this bit's not for full solutions. And if you can help write in. You won't win anything but we can personally guarantee good Samaritans a cushy place in Amiga heaven if they supply the answers to these heart-felt pleas!

■ I am writing in because on *Silly Putty* I can't get past the first level on *Techno Fear* (the one where the robots have to be put in the lift). I think it is hard because I die trying to get the robots.

Tim Budd, Clyfford Rd, Ruislip Gdns

■ I would be most grateful if you could tell me any cheats or secrets on how to complete *Gremlins II* and *Fire And Ice*.

Stuart W Lappin, Dennistoun, Glasgow

■ I wonder if you can help me with a number of things, because I can't get past the third level of *Magic Pockets* and I'm completely flabbergasted on *Fantasy World Dizzy*. I've thrown the two rocks in the water at the broken bridge, but I can't make it to the other side.

Andy Arch, Melsonby, North Yorks

■ On *International Ice Hockey* the cheat is this: when you score a goal, keep pressing F1 and you will be awarded about 30 goals. Also, on *Elf*, when you get past the smelly troll you go up the ladder and jump onto the cloud beside the ground where you stand. Then you will be in a place with herbs and pets. If you want to leave you go into a weird box and you will be back on the ground.

Bronek Carr, Southport, Merseyside

■ In *Dungeon Quest* by Gainstar I can get to the castle but I get stuck there. Is there anybody out there who can help me?

Also, in *Bart Vs The Space Mutants* can anyone tell me how to get the head of Jebadiah Springfield on the first level?

Brendan O' Callaghan, Thurles, Eire

GOING PUBLIC

The Public Domain scene is always full of surprises — most of them welcome! Wading through the sea of value-for-money games this month, JAMES PRICE discovered some priceless games and an excellent utility to make your A600/1200 much more compatible with old Amiga software...



POM POM GUNNER

■ Boot-up PD

Mindless shoot-'em-ups have been popular for a fair few years now. Mindless patriotism has also been around for a bit, and it's curious that a game should pop up that incorporates the two.

After the nauseating 'God Bless America' statement on the title screen, I expected little. After all, if a programmer is deluded enough to



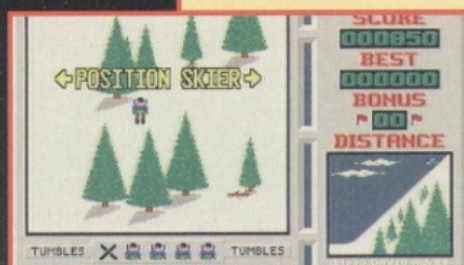
DOWNHILL CHALLENGE

■ Boot-up PD

I've always been a fan of going on the piste, but skiing seems a little pointless to me! Standing in freezing conditions, waiting to hurtle yourself down a slope at breakneck speeds only to embed yourself in a nearby tree is not my idea of a good time.

However, *Downhill Challenge* is a worthwhile way to pass the time, without the skull-cracking, nose-sneezing discomforts of its subject sport. Controlling your man down the gradients is a simple matter of moving left and right to avoid the assorted objects, while a quick click of the fire button results in an unastounding jump. Crashing into obstacles such as trees and assorted debris results in the skier tumbling to the ground with a terrible lack of grace (and not a dry eye in the house, I'm sure).

All in all, *Downhill Challenge* is an enjoyable PD outing. I can't promise that you'll be playing it into the small hours, but there's enough to keep you happy for an hour or two, at least.



TOWER HILL

■ Deja Vu

Text adventures tend to be rather limited. It's so infuriating typing commands in, only to be answered with 'You can't do that'. Perhaps this is why icon adventures often work better: everything you can possibly do is there at your disposal, resulting in a minimum of fuss and bother.

TBAG GAMES DISK 01 (1 Disk)

■ Roberta Smith DTP

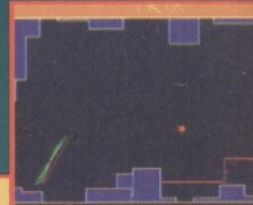


Granted, this compilation's been around for a bit now, but new Amiga owners deserve to hear about it, don't you think?



Missile Command is (as you'd expect) an Amiga version of the old arcade classic. Defending cities from a fearsome nuclear assault has never been so much fun and it's a well-programmed tribute that does the original proud (Despite only having one missile base to command? — Ed).

Trix is another PD incarnation of an old game: this time the subject matter is *Qix*. For those of you who've never seen



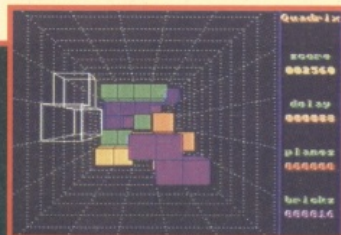
believe that the US of A is the embodiment of beauty and tasty apple pie, then the game's going to reflect his madness by being a little naff.

Pom Pom Gunner is a game of mindless violence with the emphasis firmly on 'defence' (!). The levels are orientated around WWII attacks on American forces: you (as a God-fearing soldier) sit at the helm of a huge gun, trying to destroy the airborne enemy. This is displayed (and implemented) along the same lines as *Operation Wolf*, but with static screens and a plethora of nasty planes. Moving the target sights around the playing area, you have to shoot down as many enemies as possible, ensuring you pick your targets correctly so as to not harm friendly aircraft.

It's all good fun, but carries a \$7 Shareware fee, and I doubt everyone would want to pay that much (or have the hassle of exchanging the currency) for a game that lacks latability. It's certainly worth a look, though...

QUADRIX/ TUMBLER STREET

■ Boot-up PD



Tetris is by far the best puzzle game to rear its head on any computer format. Sadly, its successor *Welltris* wasn't half as addictive.

Quadrix is a variation on *Welltris*. It uses the same four-sided 'well',

numerical keypad to rotate them. Once your piece is facing in the right direction, you can use the cursor keys to position it correctly for the drop.

Whereas I disliked *Welltris* with a passion, *Quadrix* is more fun than a treehouse full of intoxicated monkeys. The extra dimension really does add an extra dimension — if you see what I mean — and the difficulty level is pitched on the right side of &@\$. It's a bit of a shame for A600 owners, though (no keypad, see?).

Tumbler Street is a simple concept implemented with style. Your digitised host moves three tumblers around in a confusing fashion. You have to watch his juggling carefully and pick the tumbler with the ball inside.

This is made a little more interesting by the

PUBLIC DOMAIN



addition of bets, which can be increased or reduced, depending how confident you are. Lots of money can be lost this way, and you even get the animation for the smarmy so-and-so taking your cash and putting it in his jacket pocket!



Tower Hill is an icon-driven adventure on Licenceware, with a familiar mythical theme. All the necessary icons are displayed on a single screen, with a central box graphically depicting the room you're in, while a text box at the bottom tells you about it. Exploring the many rooms and solving puzzles is great fun, and for the decidedly budget price you'd be a fool to miss it.



the original, the game involves filling the screen with boxes while avoiding nasties travelling the lines. Confused? Believe me, it's a simple concept which plays well — although I've seen other superior versions before now...

Concentration is a puzzle game based upon the TV series of yesteryear. Across the screen is a band of blocks:

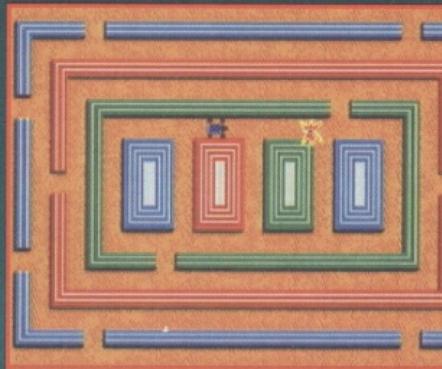
clicking on one reveals its hidden picture, and the idea is to match the pictures to show the word concealed beneath the tiles. Every time you get a correct pair, you are given the opportunity to guess the word, until you finally get it right or run out of tiles. As simple as *Hangman* and surprisingly enjoyable, *Concentration* is an interesting little game.

Elisa is VERY strange. It's an attempt at creating pseudo-intelligent responses to sentences typed into the Amiga. Elisa is, in fact, a psychoanalyst who invites you to tell her your problems. After getting the A-Force crew to think of every imaginable expletive and insult, we all dutifully typed them in only to be confronted with polite incomprehension. As we all know, swearwords are hard and clever (!) and if it can't recognise those, it must be a bit thick.

Raps is a great little puzzle game to be played against either the computer or a friend. On the 4 x 4 board of squares, the idea is to use your four pieces to either (a) get to the other side of the squares, or (b) take all your opponents pieces. It's like a cut-down version of draughts, but with seven skill levels it's a natty little challenge.



Everyone's fiddled with jigsaws, and *Sachs Castle*, *Sample*, and *Pooh Bear* are three computerised renditions. Each one comes with three difficulty levels, and I defy anyone to solve *Sachs Castle* on the hardest setting — it's not possible, I'm sure.



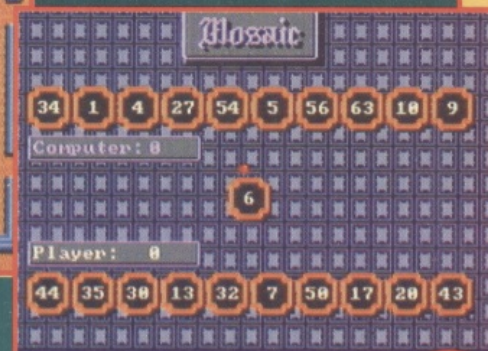
Slotcars is an interesting one-on-one duel, played either against the computer or a friend. Speeding around the mazes, you have to take

out the opposition by using the rockets fitted to the front of your car, while avoiding his. It's all very simplistic, but enjoyable — especially with two players.



Sadly, *Montana* and *X-Fire* (apparently pronounced 'crossfire') aren't of such high quality. *Montana* is an over-fiddly one-player card game, and *X-Fire* seems like 'Pac-Man meets a mad programmer'.

Overall, however, this is one of the best packages of mini-games available. It's worth getting for *Missile Command* alone, and for £1.40 you certainly can't complain.

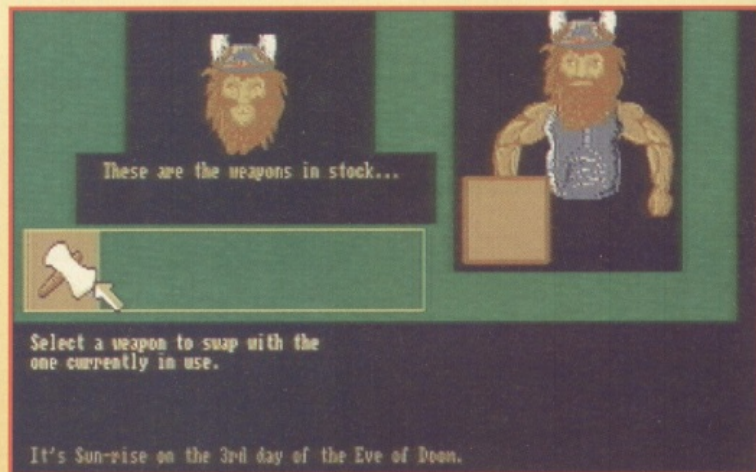
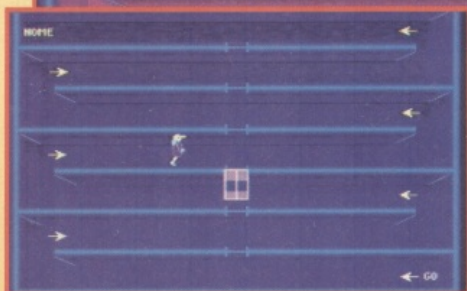


ELEVATION

■ 17-Bit

Elevation is a particularly simple (if unastounding) concept that deserves a mention because it's so much fun. All you have to do is get to the top of each screen, using the assorted platforms and lifts, while avoiding enemies. Sounds easy? Well yes it is at first, but soon gets hair-raisingly tricky.

The graphics and sound both serve their purpose well enough, and even though it's not going to astonish you, *Elevation's* certainly worth a quick blast.



THE VIKING SAGA

■ Deja Vu

Strategy games may not be everyone's cup of egg nog, but when they're as good (or as cheap!) as *The Viking Saga*, you can't go far wrong. After loading I was practically

snowed under by a deluge of options — something I'd anticipated — but what surprised me was how easy they were to use.

Taking control of your army, you have to gain total dominance of the surrounding towns, ports and islands. However, it's not just a case of sending out troops and hoping all goes well — you have to arm them first and, to do that, you have to be financially solvent.

MONEYSPINNER

■ Deja Vu

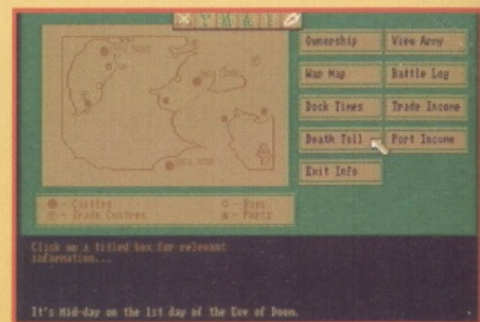


'Space Trading Game' it said on the disk. This inspired me in the same way a kick in the teeth would! After seeing almost endless amounts of text-orientated games that took the bartering elements of the old classic, *Elite*, and discarded the enjoyable flight sequences, I wasn't exactly hopping with joy.

Well, *Moneyspinner* does have a large bartering element, but the arcade section is one of the most enjoyable I've seen in a

while. Space is viewed from above and you control your craft with simple left/right/thrust controls. Between trading and hyperspacing to different areas, you can engage in all manner of dogfights — you can even destroy friendly traders and pinch their stock...

If I had to recommend just one game this month, this is it. With the excellent graphics and gameplay rivalling infinitely more expensive commercial releases, you'd be a caffeine-crazed aardvark to miss it.



ESCAPADE

■ 17-Bit

Yet another game that deserved a quick mention. Look at the screenshots and you'll see it's a *Breakout* clone. Usually, this would be enough to fill the office with anguished howls, but *Escapade* is one of the better ones we've seen. With power-ups, a detailed backdrop and mouse control, it scores highly on the playability scales. One to get if you're unfamiliar with this genre and want to see what the fuss was about.

Money is accrued by owning towns and trading ports, both of which can be captured or lost. The more of these you own, the more money you get... and the more equipment you can supply to your armies.

Saga's by no means an epic, but there's an admirable amount of detail included, and it's a perfect option for those who don't want to be bogged down by complex instructions and rules. I'd also say it's an absolute bargain for the asking price.



17 BIT SOFTWARE

First Floor Offices
2/8 Market Street
Wakefield
West Yorkshire
WF1 1DH

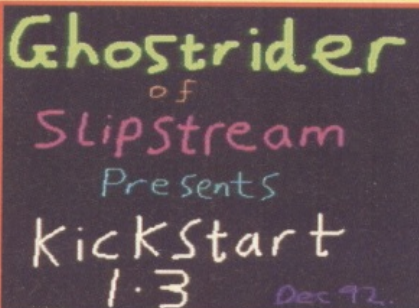
17 Bit ask for £1.25 per disk copy with an additional 50p to cover postage and packaging. They also do special offers for large orders. Hurrah!

KICK 1.3

■ 17-Bit

As all you A600 and A1200 owners know, incompatibility can be a nightmare. If you've upgraded to the aforementioned and have old software that doesn't work, or ordered PD that refuses to boot, *Kick 1.3* is the disk for you.

Essentially, it's a 'downgrader', making the computer ignore all hardware additions and use the basic elements that previous Amigas utilise. 17-Bit reckon that 75% of incompatible software will work after installing this marvel (by simply booting it up before inserting your game disk). What more can you say?



PUBLIC ADDRESSES

DEJA VU

7 Hollinbrook
Beech Hill
Wigan
WN6 7SG

Deja Vu only deal in Licencedware, so the charge is a little higher than usual. However, the quality is too, so £3.99 + 50p P&P is rather a triff deal, if you ask me.

BOOT-UP PD

30 Sunnings Lane
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...Arnold was perplexed. Surely they didn't charge a mere £1 for disk & duplication, with the only additional cost being the price of the stamps? They did, you know. And they still do.

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'Hello Maureen, did you get the shopping in? What's that? PD for 90p + 50p p&p? You're going mad, m'love'. But she wasn't, because it was true.

OBLIVION

■ 17-Bit

A lot of PD games seem to be rehashed representations of old 8-bit or arcade games. However, that's not an especially bad thing — doubly so where *Oblivion's* concerned.

I've seen a few *Defender* clones before now, the most noteworthy being Sensible Software's *Insects In Space*. Sensible took the basic formula and tweaked it a bit, pausing only to write a totally manic plot and give the main sprite a large chest. *Oblivion* can't quite match that (you should have seen them!) but it fits snugly into second place because it's so darn enjoyable.

If you've never heard of *Defender*, you've been missing something special. One of the original Williams coin-ops, it placed the hero in the seat of a lone spaceship. The idea was to fly left and right, destroying the aliens trying to kidnap people on the ground. If a nasty managed to carry a human to the top of the screen, it turned into a lethal mutant that (usually) destroyed you in ten

seconds flat. As the game scrolled in a loop, a scanner was thoughtfully provided to show the human and alien positions, making life easier. After all, you can't be everywhere at once, can you?

Oblivion takes all the winning elements from its parent game and improves them, giving large explosions to the gore-hungry masses and additional up/down scrolling to the claustrophobic. I can't see how anyone would fail to enjoy this exceedingly violent and loud game. Miss it at your peril.



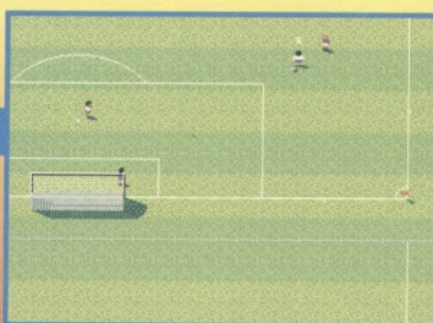
Well,
that just
about wraps it
all up for this
month. If you
run your own
PD library, feel
free to send disks
in for evaluation.
We've always got
the time to look,
and we're not
going to say nasty
things — if we
don't like
the game, we
won't give it
coverage. See
you next
month...

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1JW. Just for the record, the
closing date is 18 April.**

Our Price have always been the right people to go to if you're looking for listening and viewing material. Well now you can watch the video, listen to the soundtrack, wear the T-shirt — and play the video game! Yep, Our Price have finally made the decision to stock computer software (including Amiga titles), and to celebrate they're offering some rather excellent prizes to those clever enough to answer the following three questions.

1. Who recently released a cover version of the song 'I'm Every Woman'?

A: Julie Goodyear
B: Steve Shields
C: Whitney Houston

2. Which series of horror films feature a character called Pin Head?

A: Police Academy
B: My Little Pony
C: Hellraiser

3. Where can you now buy good-value computer games from?

A: The Body Shop
B: Phil King's Underwear Drawer
C: Our Price Records

OUR PRICE PRIZES!

One lucky winner will win the top 20 selling games, as of this issue. Just in case your arithmetic isn't as good as it should be, that's over £460 worth of top-quality software — and here's that list in full...

Street Fighter II, Alien Breed: Special Edition, Sleepwalker, Premier Manager, Sensible Soccer '92/'93, Wing Commander, Nick Faldo's Golf, Zool, Indiana Jones And The Fate Of Atlantis, Trivial Pursuit, James Pond, F16 Combat Pilot, Dizzy: Prince Of The Yolkfolk, Prince Of Persia, Road Rash, AV8B Harrier Assault, First Division Manager, Campaign, Indiana Jones And The Last Crusade: The Graphic Adventure, and Monkey Island 2 (phew!).

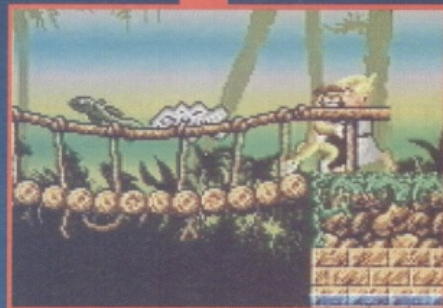
Ten runners-up can win any one game from the list, so remember to specify your choice when sending off the form included somewhere on this page.

amiga FORCE TIPS FOR ALL!

People tend to get a little frustrated should the game they've purchased be a little too difficult. Our advice is put down the blender, put the disk back in the drive, and tune into the **AMIGA FORCE** tips section. What could be simpler?

SLEEPWALKER

Having sleepless nights playing *Sleepwalker*? Then no more, courtesy of this two-level playing guide.



GOBLIINS 2

The second, and final, part of Phil King's fantastic solution, dragging you deeper into the comical world of those lovable (if inept) Goblins.

60



TROLLS

Find every bonus imaginable in these superb Fairground level maps from Flair's *Zool-beater*.

54



PLAYING TIPS

THE COMPLETE INDEX!

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PP Hammer	Poke	58
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Xybots	Cheat	80
Z-Out	Cheat	80

PLAYING TIPS

One of the most colourful games of all-time, we reckon Flair's platform romp is even better than Zool. It's got great playability and a host of very different levels. One of the most enjoyable is the Fairground, whose three areas make up a giant pier. Have all the fun of the fair with our multi-coloured maps!

AREA 1 BABIES TO RESCUE: 9

SPECIAL ITEMS

Heart:
Improves your health.



Beer:
Should be avoided as it lowers your Troll's responsiveness.



Yo-yo:
Great for swinging up to otherwise unreachable platforms, and for bashing baddies.



Ball & Chain: One to avoid: it slows you down.



Shield:
Temporary invulnerability.



Springy Shoes:
These allow you to jump high into the sky.



Wings:
Temporary ability of flight!



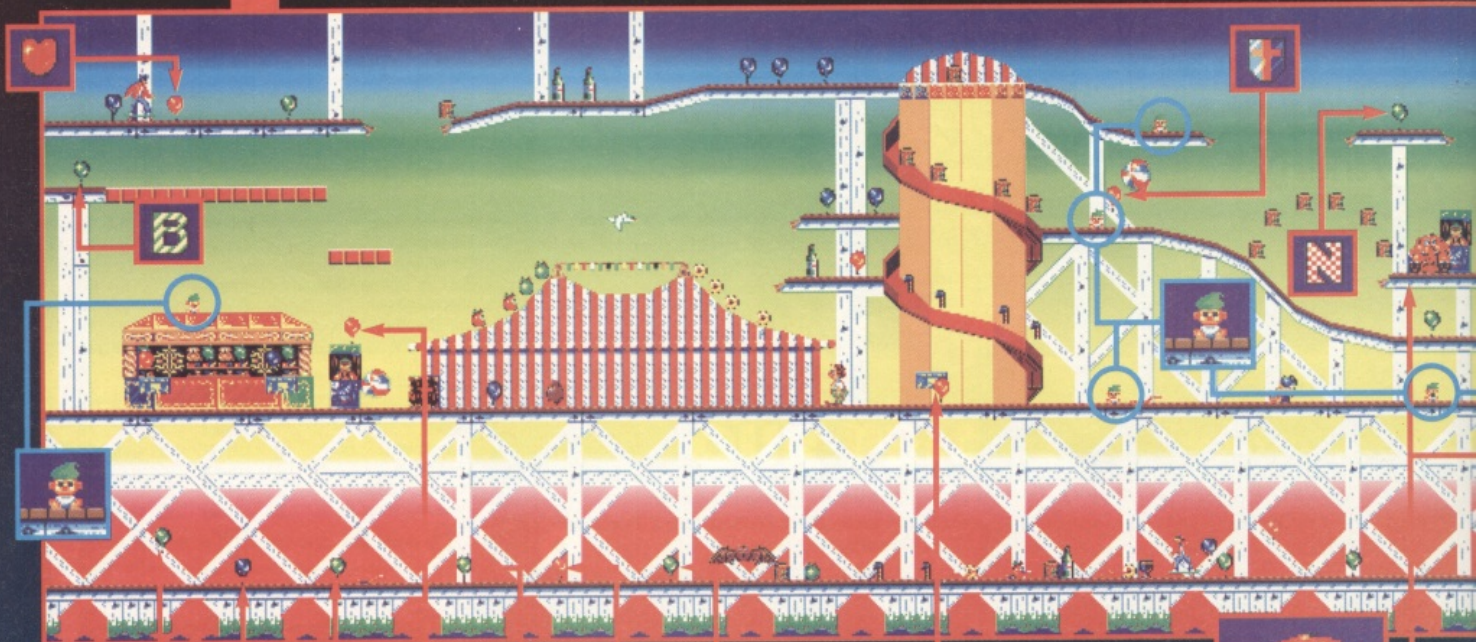
Balloons:
Pop these to reveal points, bonus gems and coins, or special items...



Letters: Spell BONUS and you get to play a special bonus level on completing the current

B G N O S U

area. But spell BOGUS and you'll have to find a pair of objects in a tough extra level or lose a life.



G B O N U S

I



Rolls

FEATURES



than the start of the level.

Restart: Knock off the elephant and when you die, you return here rather

Spring: Just let yourself bounce higher and higher! Now you can reach those top platforms.



To enter the Fairground level, jump on the rising platform and take the first door on the left.



Pigstop: If you reach this point with the required quota of babies, the flying pig carries you to the next area.



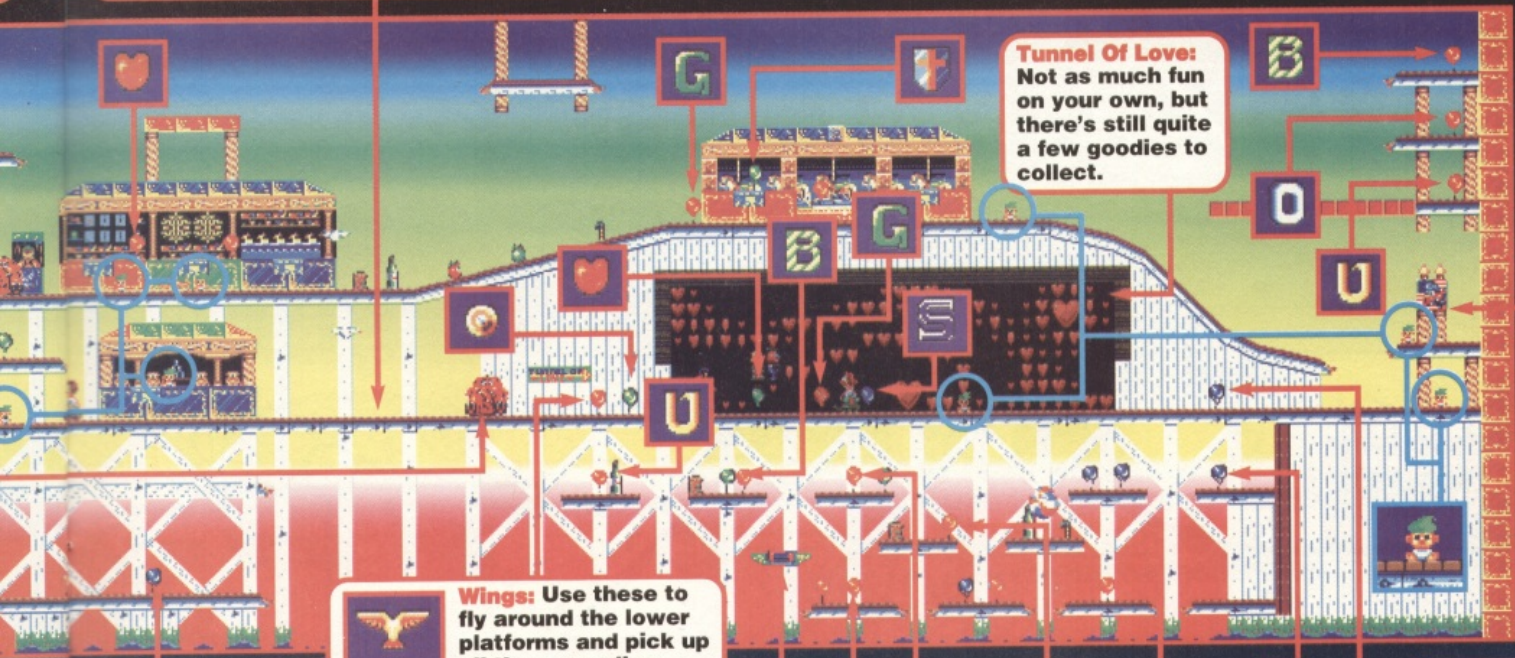
Secret Platforms: Only seen when you jump on them. They usually form a route to extra bonus items.

Only seen when you jump on them. They usually form a route to extra bonus items.

Collapsing Platforms: Either run and jump straight over them or, much safer, take the long route round the top and through the Tunnel Of Love.



Tunnel Of Love: Not as much fun on your own, but there's still quite a few goodies to collect.



Wings: Use these to fly around the lower platforms and pick up all those goodies.



Moving platform: Jump onto this and it takes you back left.



PLAYING TIPS



Spring: Use this to reach the top platform.



AREA 2
Babies To Rescue: 17



Use the yo-yo to swing up onto this platform.



AREA 3
Babies To Rescue: 12



Rollercoaster Car: This continually travels between here and underneath the big tent.

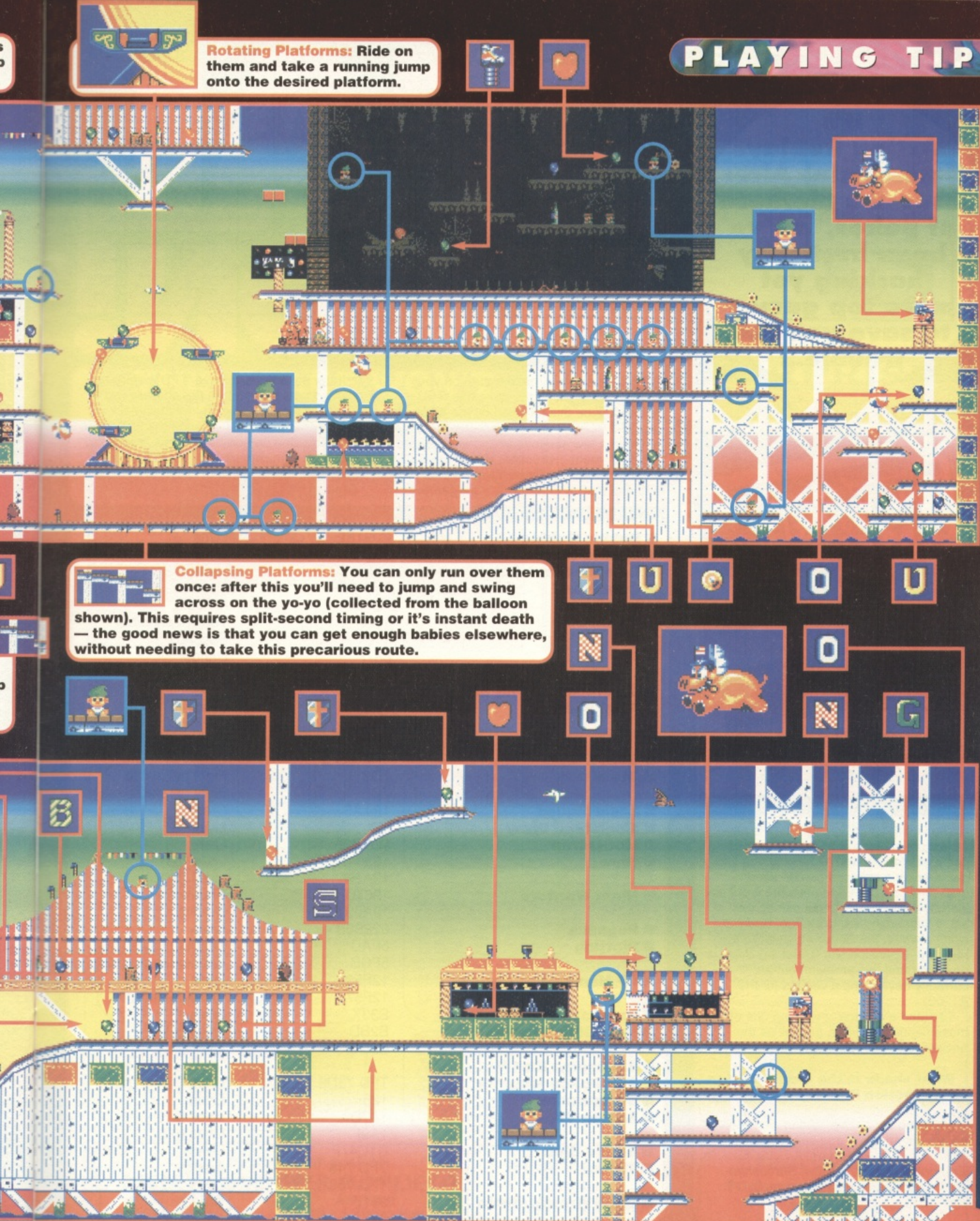
Yo-yo: Use it to swing up onto the top-left platform.

Falling Platforms: It's safer to avoid them by going over the top of the tent and jumping to the right.



Rotating Platforms: Ride on them and take a running jump onto the desired platform.

Collapsing Platforms: You can only run over them once: after this you'll need to jump and swing across on the yo-yo (collected from the balloon shown). This requires split-second timing or it's instant death — the good news is that you can get enough babies elsewhere, without needing to take this precarious route.



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of pokes, we've
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trouble...**

HOW TO POKE



WIN A REPLAY!

The Datel Action Replay Mk III is an essential piece of kit for the serious gamesplayer. As well as helping you find game-busting pokes, it can be used to grab game screens and save them out as standard IFF files — and it can do the same with sound samples, too. Sadly, it won't work on the A600, which lacks the required expansion slot (Datel say there is no way round this problem, but are currently developing a version for the A1200).

To stand a chance of winning one of these fiendish devices, just tell us the answer to this simple question:

What shape is the Freeze button on the Action Replay Mk III?

Jot down the answer, along with your name and address, and send it to **REPLAY COMP #2, AMIGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Entries must reach us by 18 April 1993.

REAL ACTION!

First, press the Freeze button on your Action Replay! If the poke has 'TFD' before it, type this followed by the address (eg TFD 34AFC) and press Return. The cart will take a few seconds to find and delete the decrement instruction, so you'll get infinite whatever. Once it's done this, press Esc and then X to return to your game.

If the poke doesn't have 'TFD' before it, instead type M and then the address (eg M 7C55). A row of two-digit hexadecimal numbers is displayed: change the first to the desired value (ie number of lives/credits etc required — maximum FF), press Return, then Esc, and finally X to return to the game.

- **Bubble Bobble**
- **Bubble Dizzy**
- **CJ's Elephant Antics**
- **Cool World**

C091EE
TFD 21A
TFD 1EC71
TFD 1EF9

Lives
Lives
Lives
Lives
Minutes
Tens of seconds

- **Defenders Of The Earth**
- **Final Fight**

1EFE
1F00
1F01
887F
TFD 88E0
TFD A3FA
1A17

Seconds
Danger
Health
Lives
Credits

- **Gem'X**
- **IK+**

5A31
5AFB
TFD 85F8
7D2

Lives (p1)
Lives (p2)
Lives
Fight pts, white
Fight pts, red

- **Laser Squad**
- **Magicland Dizzy**
- **Mousetrap**
- **Narc**

7D3
12AA5
171
C07B2F

Credits
Lives
Lives
Lives (p1)
Lives (p2)

- **Ninja Warriors**

13A2B
1967D
19A09

Shurikens
Credits

- **Pegasus**
- **Plotting**

022B6B
5FAD
5FCB

Lives
Zapper blocks (p1)
Zapper blocks (p2)

- **PP Hammer**

12F53
12F57

Lives
Treasure left

- **Rainbow Islands**
- **Real Ghostbusters**

E337
B2BD
B2D7

Lives
Lives (p1)
Lives (p2)

- **Simpsons: Bart Vs The Space Mutants**
- **Sleepwalker**
- **Smash TV**

TFD 73D9
125
1A7D
1A9F

Lives
Lives
Lives (p1)
Lives (p2)

- **Space Blob**
- **Trolls**

C1C47F
TFD 748
TFD 758

Lives
Energy
Lives

- **WWF Wrestlemania**

991F

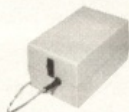
Credits

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Gobliins 2

When we asked whether you wanted more *Gobliins 2* tips after last month's epic playing guide, the response was incredible. We were planning just to tip maybe a couple more game sections, but so many of you are stuck in various places we just had to compile the rest of the complete solution...

GUARDS

Get the Mayonnaise, put it to the right of Gromelon (as in pic). Put Fingus on the shelf above and make him jump onto the Mayonnaise. While Gromelon is drenched, Winkle can pick up his Sword. Pick up the Mayonnaise again.

Activate Winkle on Rustik, and when Stalopicus's mouth is open, take the Chewing-Gum with Fingus. Use the Chewing-Gum on the Cupboard lock to take the Imprint.



1



FORGE

Give the Blacksmith the Imprint, then the Sword. He asks for the bellows to be activated. Use the Stool with Winkle on Oto to make him grimace. When he shakes his Lance, hang Fingus on it. Fingus is propelled to the left and then jumps on the bellows. The Blacksmith forges a Key: take it. Use the Mayonnaise on Focus with Winkle. While the meat is lowered, Fingus can use the Stool to grab a piece. Take the Anvil before leaving the screen.



GUARDS

Make Fingus use the Meat on Amidal to get his False Teeth!

Use the Key on the Cupboard: it contains two Diving Suits, one for each goblin.



3

4



WELL

Enter the Tunnel with Winkle. He presses the button which reveals a Door in the monster. Lift the Hatchet with Winkle to reveal a Switch — press it with Fingus before the Hatchet drops back. The monster's Door opens.

Enter the Tunnel with

Fingus and, when the monster's mouth starts moving, send Winkle through the Door to imitate the monster's voice. This stuns Schwarzzy for a short while: Fingus must quickly use the Stool on the Hoist to hitch Schwarzzy to it.

Now get Winkle to use the False Teeth on Schwarzzy, who'll hang for a moment. Throw the Anvil at him before he comes back up: he goes down, lifting the Well cover. Both goblins use their Diving Suits on the Well.



5



6



WRECK

Go on deck and through the Door with Winkle. While Winkle is standing on the Mast, light the Lantern with Fingus: a Fish-Lamp arrives. Catch it with Winkle. Use the Fish-Lamp on the ??? zone (top right): a Chest appears.



Place Fingus on the big shell (bottom right). Light the Lantern with Winkle. When the eel appears, activate the Rudder. Fingus is thrown by the big shell to the Statue.

Use the Starfish on the Chest with Winkle, and activate the Statue with Fingus while the Chest is open, to get the Sword. Use the Sword on the Skull, and pick up the Diamond that falls out.



MERMAID

Use the Glove on the Blob to neutralise it. Go past it and grab the Bottle with Fingus: it contains a Parchment which is an SOS message from Prince Buffoon. Get Winkle to take the Bottle: he finds a Pearl. Give this and the Diamond to the Mermaid, and she opens part of the Passage at the top of the stairs. With Fingus, give the Parchment to the Octopus and he opens the rest of the Passage. Recover the Glove from the Blob, and the Stool, before going into the Passage.

THRONE

Pick up the Pepper. To get to the Cornice, use the Stool on it with Winkle, and Fingus can climb up via his chum's outstretched Hands. To get Winkle up, Fingus presses



To make a Cockroach emerge, Fingus enters the left Ear, and Winkle immediately activates the Tongue. You now have to be quick to catch the Cockroach before Glotziok eats it. Send Winkle down to the right of the Orifice (middle left), while Fingus goes to the left of the Hole (middle right). Activate Winkle on the Orifice, then immediately make Fingus use the Glove on the Hole: time it right and he catches the Cockroach.

Put the Cockroach in front of the Hole (use it on Hole) and pour Kindelixir on it. It crawls through the Hole: Glotziok eats it and is neutralised. Make another Cockroach come out and catch it (as before).

PLAYING TIPS



STOREROOM

8

Activate the Swordfish with Fingus and take the Salt. Lift the big pot Cover with Fingus. While he's holding it, Winkle can pour the Salt on the little guy inside. Take



the File in the Pots with Winkle.

While Fingus holds the Rope on the right, get Winkle to grab the left Rope: he swings down, lifting his friend up onto the top-right shelf. Fingus can then use the File on Colibrius's Chain to free him (he flies off with his cage!), then take one of the Thumb Tacks on the wall.

Get Fingus to stand on the shelf above the Cook, then Salt the Meatballs with

Winkle. Now move Winkle to the right of the Cook. When Oumkapok's hand grabs the Cook, Winkle can place the Thumb Tack on the Case. As soon as this is done, click on Fingus, ready for the next tricky bit. When the Cook, in pain, throws the Meatball up, Fingus must quickly use the Kindelixir on it — this takes some doing, so keep trying! Oumkapok (in the adjacent Throne Room) is now neutralised. Exit.



the Switch, and Winkle enters the door that opens in the eye (middle right).

To take Amoniak's Crown, Winkle enters the left Ear, and Fingus immediately activates the Tongue.



9

MERMAID

Yes, we know you start in the Wreck location, but you need to visit the Mermaid first...

Use the stool on the Sea Horse with Fingus. From now on, use the Sea Horse directly to go up. Go with Fingus through the Hole going up on the right. Activate the Shell with Winkle, who throws it: catch it with Fingus (just as it reaches him).

Send Winkle through the Hole on the right. Activate the Cavity with Fingus: a gloved Hand emerges. While the Hand is stopped, drop the Shell on it with Winkle. Pick up the Shell with Winkle. He can now take the Glove with a Starfish inside.

PLAYING TIPS

10

ARMOUR

The Cockroach must be disguised as a ladybird and coated with Kindelixir for Amoniak to eat. To do this, first take a helmet Feather and dip it in the paint Can to make a Brush. Put the Cockroach in front of the Hole (by using it), and paint it red with the Brush. Pour Pepper on it, then Kindelixir. It crawls through the Hole and is eaten by Amoniak, who disappears.



PARCHMENT



Click Fingus on the knife Handle, then immediately make Winkle grab the Point (he must be near enough to do it in time). The two goblins move the knife a short distance: repeat this operation. Fingus can now get the Page-Marker and use it on the Candle to make a wick.



FINGUS & WINKLE
CLIMBED DOWN
THIS PROVIDEN-
TIAL GIANT
BEANSTALK



PLANT

The Buffoon has fled up the tree, doesn't want to come down, and is hungry. Kael, the tree, offers its apples but a container is needed.

Go through the Hole with

Winkle to get to the Buffoon. He reacts violently, and a Bean drops — get it. Click on the Stone to make a Mole appear. Use the Bean on the Mole with Winkle: while they struggle, Fingus can steal the mole's Cap.



11

going back to the Armour room.

THRONE

Amoniak has gone, while his henchmen are pacified. You can now get the Buffoon, before



Pick up the Match with Winkle, and use it on the Eye (it pops out). Get the Buffoon to kick the Eye: it



bounces around and breaks the glasses. Pick up the Glass Splinter and use it on the light Ray with Fingus. This melts the Candle, producing a lump of Wax.



Wax on the Seal (on the letter), then use the resulting Imprint on the Lock. A Seed falls out: use it on the map Village to make a Plant grow — make the Buffoon and goblins climb down it.

ARMOUR



Put the Buffoon near the Shrinking Machine. Put Fingus, then Winkle, under it. The Buffoon starts the Machine which shrinks them both,

12

then follows them. They all jump out of the Scientist's window.

While Fingus stands beneath the tree, use the Match on the Apples with Winkle. Fingus can use the Cap to catch the bouncing Apple. Winkle uses the Apple on the Hole to give it to the Buffoon. The little chap comes down and rushes to the (magic) Mushrooms, eats one and disappears into a dream! The two goblins eat the Mushrooms in turn.

13



14

62

IT'S **ALMOST** ENOUGH TO MAKE YOU WANT TO OWN A CONSOLE!



**100% NON-STOP
NINTENDO!**

ON SALE NOW



**100% SEGA
SENSATION!**

ON SALE NOW

impact
MAGAZINES
CREATING 90S READING

PLAYING TIPS

15



TOYS

Make Winkle go up the little ladder, then act on the Skittles with Fingus. As the Bowl hits the Skittles, make Winkle go to the Star: he jumps off the edge and catches the Bowl. Get him to use the Bowl on the box Cover (left), and leave him standing on the Cover. Now activate the bottom Flag(stone) with Fingus: Winkle and the Bowl go flying and knock the Safety Pin onto the umbrella. Catch another Bowl (as before), use it on the Cover, and place Winkle on the catapult (bottom left). Activate the bottom Flag with Fingus to send Winkle flying up to the rainbow.

This next bit's tricky, so it's a good idea to save your position here. Use Winkle on the Feeler to make a Bubble: quickly get Winkle to jump on the Bubble. He floats down towards the Cover: you must activate the Flag with Fingus at the right time, so that the Cover flies open just as the Bubble lands on it. The Bubble is then blown towards the umbrella, and the Safety Pin can be taken by Winkle. Keep trying — it can be done!

Winkle can't get back over to the left, so you must catapult him up, as before. Now put Fingus on the rainbow's end, and put Winkle on the top Flag — Fingus flies up to join his pal.

Put Fingus just to the right of the Feeler. Activate the Switch with Winkle to make the Buffoon fall: in the short time he's in the bubble-blower's circle, make Fingus operate the Feeler. Time it right and the Buffoon is enclosed in a Bubble — quickly make Winkle go and burst it with the Safety Pin, to free the Buffoon.



MOUNTAIN

While one goblin lifts the Stone the other, placed just above (and to the right), takes it and puts it on the second level. Repeat this operation to put the Stone on the third level.



Place a goblin on the Lion, and throw the Stone from level three with the other goblin. The first goblin is thrown onto the giant's right shoulder. Make him act on the red Head, which falls off. Come down.



Take the Stone to level two. Place Winkle on the Lion, and throw the stone with Fingus. Winkle lands on the giant's left shoulder. Make him enter the Shoulder Hole: he emerges near the fallen Head. Put Fingus on the Lion, and push the Head with Winkle: Fingus lands on the 'levitating' rock. Move Fingus to the rock's centre of balance (the !!! zone): he starts jumping, the rock descends. When it gets to Winkle's level, make him jump on it. The rock goes back up.

You're advised to save your position here... Use Winkle on the small Rock near the bird cage and, in the brief time he's bridging the gap, make Fingus walk over him. Use the File on the Cage to free the bird and get back the Key (and Buffoon).



16



PLANT

Place the Buffoon on the Catapult. Press the Switch with one goblin and, once the key emerges from the statue's eye, activate the

Catapult with the other goblin. The Buffoon is thrown, unhooks the key, and is taken off by a bird. Exit at the back.

17



64

PLANT

Use the Key on the Door, and enter.

18



THE GOBLIINS WERE RETURNING TRIUMPHANTLY TO THE VILLAGE WHEN THEY SAW THAT THE BUFFOON LOOKED STRANGE...



THIS CHILD IS POSSESSED! I'LL TAKE HIM TO MY LABORATORY. WE MUST MAKE HIM DRINK THE WATER OF MY FOUNTAIN. GET SOME AND COME RIGHT BACK!



PLAYING TIPS

KINGDOM OF DEATH

20



Place Fingus on the eye (bottom right), and Winkle on the left edge (the !!! zone) of the top-right platform. Winkle jumps and Fingus is thrown upwards to land on the top platform. Get him to pick up the Mouse there, then use it on the Mud (bottom). When the Crocodile appears, get Fingus to jump on it to make Amoniak reach out his hand.



LAB

19



Use the Magic Water on the Buffoon. A demon appears, and takes him to the Kingdom Of Death. Grab the Pencil (top right) with Winkle and use it three times on the Blackboard.

Take the Sponge which the furious Tazaar throws at him.



Make Fingus use the Pencil on the Magician's Portrait: get Winkle to jump up on the Armchair to catch the Boomerang that's thrown.

When Winkle uses the Mug on Tazaar, the wizard bangs on the table, knocking a Toothpick to the other side of the room: quickly make Fingus throw the Boomerang at the Toothpick while it bounces.

Winkle can use the Toothpick on the Skeleton to open the rib cage. A bottle smashes on the ground — use the Sponge on the resulting Pool.

While Winkle smokes the Pipe, get Fingus to use the Wet Sponge on the Smoke. A portal to the Kingdom Of Death appears. Enter it.



Make Winkle (stood on the top-right platform) throw the Boomerang at the Teeth, timing it so that it knocks the splinter onto Amoniak's hand, just as it grasps — do it too early and the splinter misses.

Get it right and the Buffoon falls, but you must be quick to stop the Demon taking him back up. Immediately make Winkle jump from the !!! zone: the eye flies over and hits the Demon. You can now get the Buffoon.

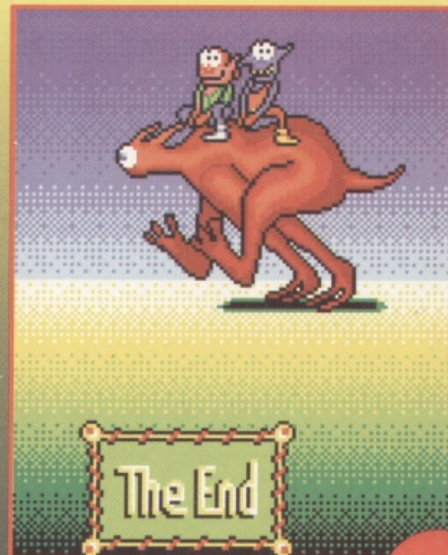


Put the Sponge on the Rock with Fingus. Place the Buffoon

on the eye, then make Winkle jump from the !!! zone: the Buffoon is thrown onto the Sponge, which wets the Rock. While the water flows, make Fingus use the Pencil on the Rock to draw a door. It doesn't last long, so quickly get Winkle to operate the Handle,



opening the door. The goblins and Buffoon can now leave — hurrah, hurrah!



The End

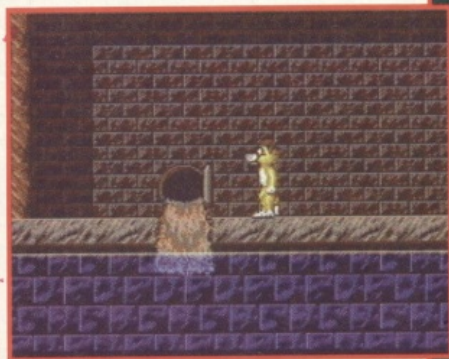
Sleepwalkers

LEVEL ONE KIPSVILLE

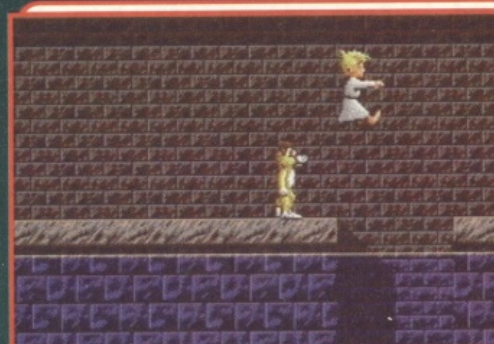
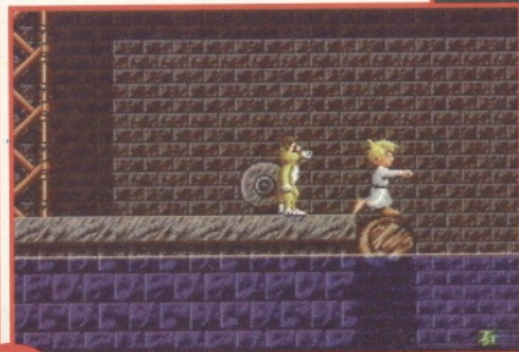


You can jump over and shut the the first trap door, but it's easier (and funnier) just to fall down it.

Shut all of these gushing drains.



Hold Lee to the right of you, at the edge of the platform. When the barrel stops, turn him round and — if you've timed it right! — the barrel takes him over the water.



You need a run-up to kick Lee over this gap.



Hold Lee to prevent him getting run over... then push him past when the road's clear.



Leave Lee in this 'pit' while you explore the rest of the level unhindered.



Blow up the dynamite by walking into it!

PLAYING TIPS

Again take a run-up and kick Lee off the edge. He bounces back up to the top-right platform. After you hear the bounce, follow him.



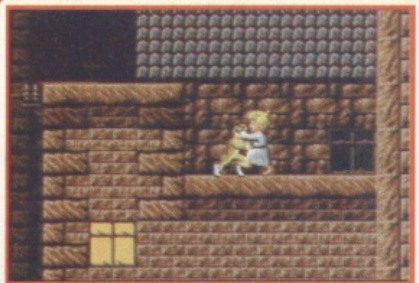
Push the block off the platform and towards the hydrant to stop the water.



Bridge the gaps and let Lee walk over you. It's safer than kicking him!



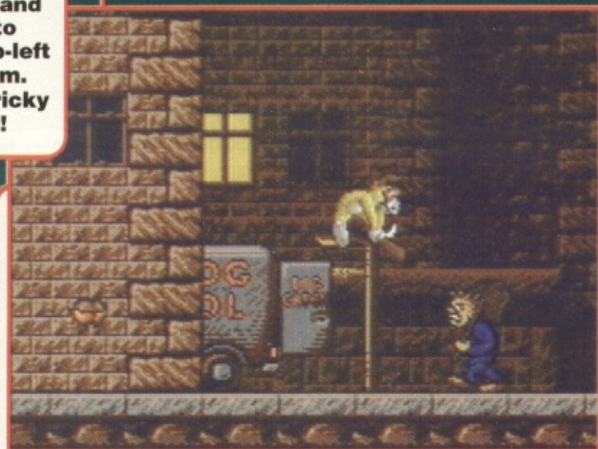
You need a decent run-up to kick him over this gap or he'll fall short.



You can leave Lee here while you deal with the later hazards.

Take a run-up and kick Lee from the edge of this platform. He'll bounce on the wire below and fly up to the top-left platform. Very tricky indeed!

Push the lollipop lady into the middle of the road to stop the traffic.



Either hit the dog warden or kick Lee over him.



You can now pay a visit to Kipsville zoo...

PLAYING TIPS



Push Lee past the falling boulders when the coast is clear.



Watch out for falling coconuts.

As the monkey reaches the apex of his swing (to the left) start pushing Lee past.



Roll the barrel down and push it into the crocodile's mouth.



Push the barrel onto the spike.



Collect the dunce's hat for a whole level map, like the one on the right.



Hit the snake on the head so Lee can pass without inssssssident!



Get the whoppie cushion from here for limited invulnerability. Don't fart about now!



Kick Lee past the electric eels.



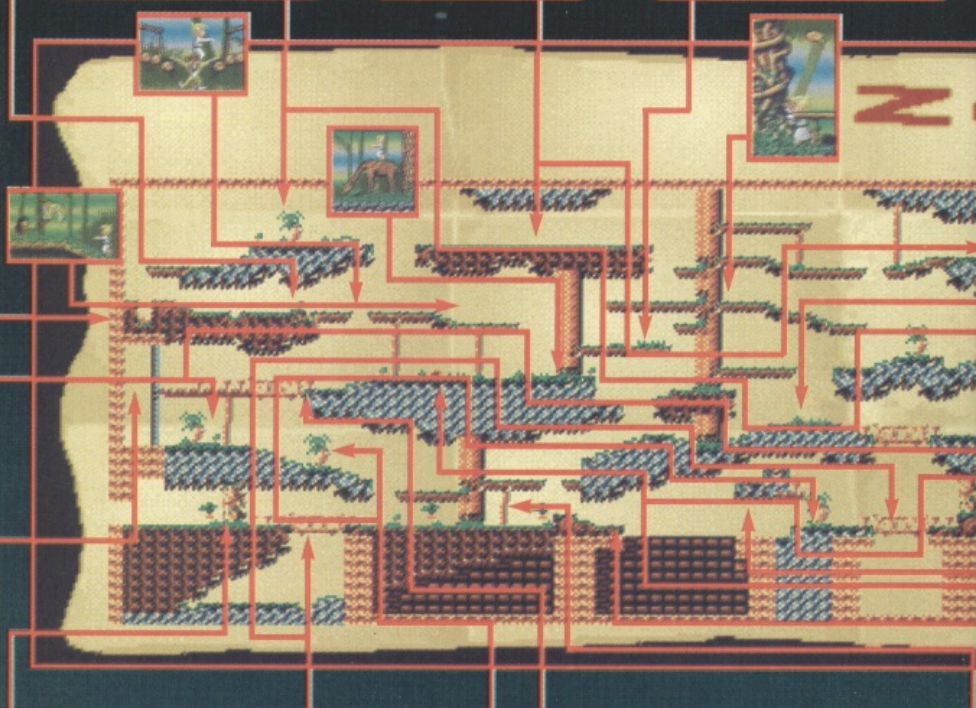
Collapsing bridge — watch out!



Push Lee backwards past the tree and a hand comes down to turn him round. Very handy (ho ho ho).



Hit the snake on the head, and leave Lee here while you go off to the right...





Kick Lee onto the giraffe, who lifts his neck to fling the lad up to the platform.



Hit the monkey to stop him rolling the barrels down the hill.

Leave Lee here while you explore the rest of the level. When you do want to move him, kick Lee from the left of the giraffe, so he lands on its neck. When he springs up, he'll be

walking right and so won't fall off the edge of the platform. Follow him.



PLAYING TIPS



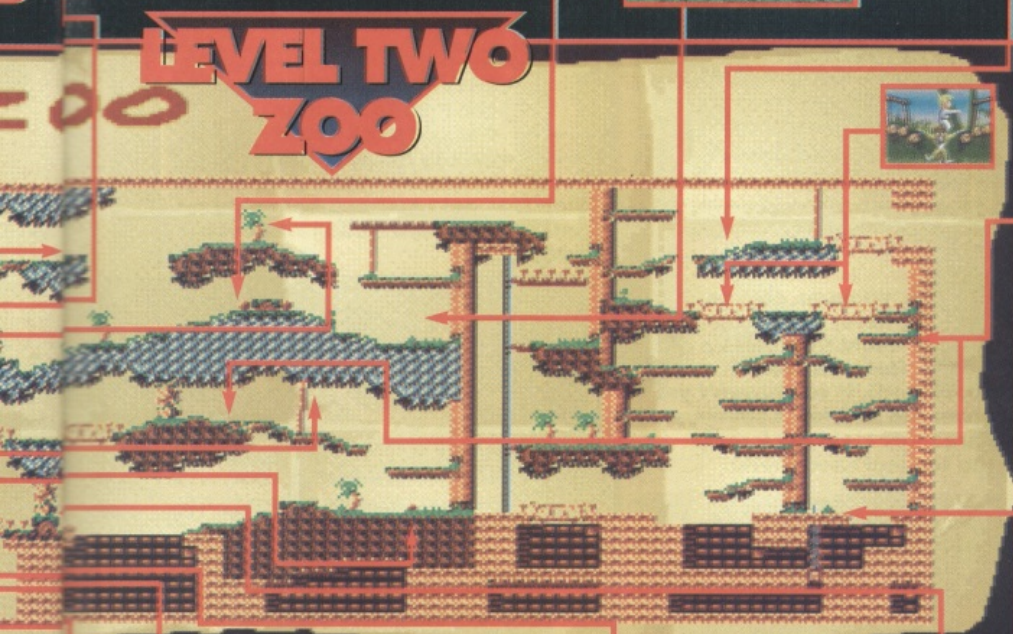
Kick Lee over the crocodile.



Hit the porcupine before Lee treads on him.



Walk into the lever to drain the water... then roll the barrel into the small gap below.



Hit the elephant's trunk to stop him squirting water.



Push the barrel left into the water.



Collect the custard pie to build a bridge over the water. You can leave Lee here if you like.



Hold Lee to the right of you, near the edge. When the barrel stops, turn him round: he should land on it.

Phew! No time to rest, though, as Lee walks straight into the ghoulish graveyard. If enough people write in, we'll set one foot in here next month!



PLAYING TIPS Lemmings LIFELINE

Timing's the name of the game in the two levels solved this month — both from the *Oh No! More Lemmings* data disk. Robert Kwok from Kent has been having trouble with *It's A Tight Fit*, while Liverpool's Phil Holt is completely stumped by *Flow Control* — and (rather sportingly) refuses to play any later levels, even though he's got the codes. If you're stuck on any *Lemmings* level, please write to: Lemmings Lifeline, AMIGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name and code of the level (either from the original game, *Oh No! More Lemmings*, or even *Lemmings 2* when it finally arrives).

IT'S A TIGHT FIT! (Wild 8; Code: CKLWUEMQCP)

It certainly is. If getting all ten Lemmings safely down to the exit weren't a hard enough task, a tight time limit ensures near impossibility!



1

Make the first Lemming a climber and parachutist, then immediately turn the flow up to about 60.

Now turn the other Lemmings into climbers and parachutists — to avoid much icon-swapping it's best to make the first four climbers, then parachutists (as they climb the wall); then repeat for the last five. Keep an eye out for the lead Lemming, though...



2

When he gets to here, make him build from the lip of the rock (very important!). If you haven't yet given the last few Lemmings parachutes, zip back up to the top and save them!



If all goes well, all ten Lemmings will parachute down, turn round at the end of the bridge, and reach the exit with a few seconds to spare.



PHEW!

Oh No! What Went Wrong?

If you run out of time, you didn't increase the flow soon enough. However, if a Lemming goes over the bridge before it's finished, you increased the flow too soon — you need a longer gap between the first and second Lemmings. Or you may have built the bridge in the wrong place — it should be only four segments long. Keep trying: it can be done!

FLOW CONTROL

(Havoc 10;

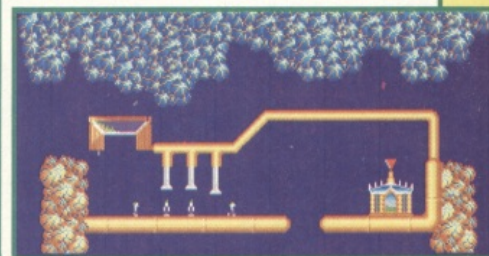
Code: IHSUFLGKFG)

At first it seems impossible with all the Lemmings getting sucked up by the three tubes. Some can get through if you turn the flow to maximum, but then there's not enough time to build a bridge over the gap. However, as is often the case, the clue is in the title...



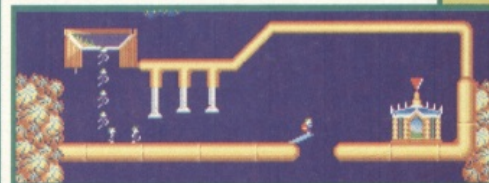
1

Immediately increase the flow to 99, then straight back down again to 50. This may seem strange, but the initially high rate gets just one Lemming safely through, which is what you want...



2

He can then build a bridge, and you can immediately put the flow back up to 99. This allows a couple more Lemmings past the tubes and over the newly completed bridge.



SUCCESS!



Only three Lemmings make it to the exit, but it's just enough to make up the 14% required!

CUT-OUT 'N' CHEAT!

CHEAT CARDS

Get your scissors out, 'coz its cheatin' time again! 36 of the hottest cheats and level codes have been compiled for your convenience (no, not the lavvy!). A few quick snips and you can store them in the best place: the relevant game boxes — or maybe even your own home-made filing system!

amiga **FORCE** **ALIEN BREED '92**



amiga **FORCE** **APB**



amiga **FORCE** **ARMALYTE**



amiga **FORCE** **ASSASSIN**



amiga **FORCE** **ATOMINO**



amiga **FORCE** **AWESOME**



amiga **FORCE** **BEACH VOLLEY**



amiga **FORCE** **BLOOD MONEY**



amiga **FORCE** **BRAT**



CHEAT CARDS



1. ALIEN BREED
SPECIAL EDITION '92
2. APB
3. ARMALYTE
4. ASSASSIN
5. ATOMINO
6. AWESOME
7. BEACH VOLLEY
8. BLOOD MONEY
9. BRAT



ARMALYTE (Thalamus)

Included on the recent *Big Box 2* compilation, this is a disappointing conversion of the classic C64 horizontal blaster. It should have been a lot slicker. Pause the game and type **DELTA 3** for infinite lives.

APB (Respray)

Chasing criminals is fun in this fair coin-op conversion. But if you're always getting in trouble with the sarge, this should help: Simply press fire and push the joystick up while the music's playing — you'll be able to start on any level.

ALIEN BREED SPECIAL EDITION '92 (Team 17)

This neat remix corrects the flaws of the original — and all for a budget price. Pity they didn't alter that naff main sprite, though. Here are the level codes (enter by logging onto a computer): **XXDFA**, **RTHAA**, **LAEEA**, **UYTTA**, **PPEAB**. Also, try typing in **AMIGA FORCE** for a special message.

AWESOME (Psygnosis)

This space trader/shoot-'em-up was unkindly described by some as a 2-D *Elite*! It's not a bad blast, though. On the cargo/energy display, move the cursor to the top left of the screen and press + on the keypad. The screen flashes to indicate infinite lives and shields.

ATOMINO (Psygnosis)

One of the most brain-bendin puzzlers around, bonding those atoms is no easy task. Here are some level passwords:

10 — IDYLL	60 — INFERNAL
20 — TAURUS	70 — FOSSIL
30 — NEPTUNE	80 — POISON
40 — PHOTON	90 — SOUP
50 — PLANKTON	100 — SULPHATE

ASSASSIN (Team 17)

One of the most enjoyable arcade adventures for some time, with gorgeous graphics and plenty of action. Try typing these names into the high-score table for some interesting effects: **ASSASSIN**, **ALIEN BREED**, **PROJECT X**, **PSIONIC SYSTEMS**, **SUPERFROG**, **THE ONE AND ONLY**

BRAT (Imageworks)

The mouse-and-icon control system is an added complication in this arcade puzzler. Some codes:

1 — BISHIAMO	7 — MOZIMATO
2 — MIHEMOTO	8 — HOZITOMO
3 — SASUTOZO	9 — MOKITEMO
4 — SUMATZEE	10 — ZUMOHATO
5 — NOKITAGO	11 — CHANASTU
6 — ITSANONO	12 — NAGAITSU

BLOOD MONEY (Sizzlers)

One of Ben The Boffin's Top 20 shoot-'em-ups in the last ish, and rightly so. Despite the slow pace, it's very playable — even more so with two players. To cheat, simply pause the game and type **HELP**. Infinite lives are yours — for free!

BEACH VOLLEY (Ocean)

Not one of the better sports sims around, but then perhaps the sport wasn't suitable for conversion. Whatever next — swing tennis? During play, type **DADDY BRACEY** and the screen will flash. Now press **F1** to skip levels.

CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



amiga FORCE CYBERNOID 2



amiga FORCE DALEK ATTACK



amiga FORCE LETHAL WEAPON



amiga FORCE NIGHT SHIFT



amiga FORCE OUTRUN



amiga FORCE STORMLORD



amiga FORCE TIME MACHINE



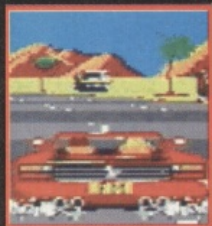
amiga FORCE WWF EURO RAMPAGE TOUR



amiga FORCE X-OUT



CHEAT CARDS



LETHAL WEAPON (Ocean)

Mel Gibson and Danny Glover get computerised into rather stumpy characters, but the platform-leaping action's not bad.

Hold down Alt and F together: the numbers on the numeric keypad allow you to choose your level (sadly this doesn't work on the A600).

DALEK ATTACK (Admiral)

Exterminate those Daleks with this cheat.

For invulnerability, during play type in ROGER MOORE AND OLIVER REED WERE NEVER GOOD SINGERS (including spaces). If it doesn't work, try substituting JAMES BOND for ROGER MOORE, or swapping the names round. Note that the Doctor can still die from a long fall.

CYBERNOID II (Newman)

This enjoyable shoot-'em-up can still be found on compilation. The cheat's on the sinister side...

On the title screen, type in NECRONOMICON (the title of that banned devil-raising book!) to gain infinite lives. Pause the game and press N to skip to the next level.

STORMLORD (Newman)

One of the few games with graphics worth wolf-whistling! An arcade adventure/platformer that's well worth getting hold of — if you can find it.

Type in DRAGONBRIDGE before starting the game. Pause the game and press L to advance a level.

OUTRUN (Kixx)

Without the slick graphics and sonics of the coin-op, this poor conversion reveals the weakness of the former's simple gameplay.

During play, type RED BARCHETTA. Now press: S — skip to next level; T — extra 10 seconds; B — restart current level.

NIGHT SHIFT (UE Gold)

A unique game style has you manipulating a massive machine, making Star Wars toys. It may be dead old, but it's still great fun.

Here are some level codes:

5 — Pineapple, Pineapple, Lemon, Cherry;
10 — Lemon, Banana, Plum, Plum
13 — Plum, Cherry, Banana, Pineapple

X-OUT (Kixx)

Not as good as its sequel (Z-Out), mainly due to the fact that the pre-game arming screen usually lasts longer than the ensuing action! This should help...

Choose the smallest ship and the smallest ammo, then click on the shopkeeper's face — you get 500,000 credits.

WWF EUROPEAN RAMPAGE TOUR (Ocean)

What a terrible game — to see just how poor it is, see the review in this issue's Ocean roundup (page 38). And it's dead easy too, but if you're still stuck...

Simply press F10 ten times during play to freeze your opponents. Note that if you knock them down, you can't pick them up again.

TIME MACHINE (Activision)

Programming team Vivid Image sure come up with some innovative concepts — this one's even stranger than Hammerfist. Zipping between time zones is made easier with this cheat.

Type your name in as DIZZY on the high-score table for infinite lives.

CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS



10. CRACKDOWN
11. E-MOTION
12. FORGOTTEN WORLDS
13. GEMINI WING
14. GHOSTBUSTERS 2
15. HUMANS
16. INDY AND THE LAST CRUSADE (ACTION GAME)
17. LOTUS TURBO CHALLENGE 3
18. NEVERMIND

10 11 12
13 14 15
16 17 18

FORGOTTEN WORLDS (Kixx)

Another enjoyable two-player blast now out on budget. On the title screen, type ARC, then press the HELP key to start a two-player game. Press S to go straight to the shop; N to advance to the next level.

E-MOTION (US Gold)

One of the oddest, but most compulsive puzzlers around. If your balls keep exploding, try this!... When Einstein appears (during the game's attract sequence), type MOONUNIT. During play, press: F1 — forward a level; F2 — back a level; F3 — forward ten levels; F4 — back ten levels.

CRACKDOWN (Kixx)

Gauntlet meets Dyna Blaster in this maze-negotiating, bomb-planting coin-op conversion. Great fun with two-players, it's a steal on budget.

Pause the game and press S, M, U, R, and F together. Now press 1 for 999 lives; 2 for 999 units of ammo.

HUMANS (Mirage)

In the same vein, but not as good, as Lemmings. Fiddly controls make it a real hair-tearer, so here are the first ten level pass-codes:

- | | |
|------------------|----------------|
| 1 — DARWIN | 6 — MOOBLE |
| 2 — ANDIE PANDIE | 7 — CSL |
| 3 — GET A LIFE | 8 — THE HUMBLE |
| 4 — CARLOS | ONE |
| 5 — HOWIE | 9 — PIXIE |
| 10 — MILESTONE | |

GHOSTBUSTERS 2 (Mr Squad)

Lengthy loading, yukky presentation, and mediocre gameplay make this one a turkey. Nevertheless, you may as well try out this strange cheat:

Insert disk 2 first, then when the 'insert disk 1...' message appears, insert disk 1. When the game loads, press RETURN to skip levels.

GEMINI WING (Tronix)

This mediocre coin-op conversion plays better than it looks, but with graphics like these, that's not saying too much!

The level pass-codes are:

- | | |
|--------------|--------------|
| 2 — MR.WIMPY | 5 — GUNSHOTS |
| 3 — CLASSICS | 6 — DOODGUYZ |
| 4 — WHIZZKID | 7 — D.GIBSON |

NEVERMIND (Sizzlers)

This 3-D puzzler's fairly playable once you get into it — which takes some time.

On the title screen, type 328GTS and the message 'Cheat now on, Steve' should appear. During play, press the right mouse button to skip levels.

LOTUS TURBO CHALLENGE 3 (Grenlin)

Here are the codes for the Hard tracks (enter them via Define menu and select question mark on Course panel):

- | | | |
|------------------|-------------------|-------------------|
| 1 — IYVVNVEOR-35 | 6 — ZKZGKJXXX-50 | 11 — XDNVSECE-85 |
| 2 — KAZZNIKAI-45 | 7 — TGGJGGTTT-63 | 12 — ODSJVEBT |
| 3 — FGQJGDAP-65 | 8 — AFZYBQJT-70 | 13 — SKGYXXXKX-57 |
| 4 — MFFSRPYDU | 9 — JBQKJHKA-99 | 14 — YKSJWVNAK-92 |
| 5 — PLOTZDQPE | 10 — DASICOTET-80 | 15 — WJMEGMEQH-60 |

INDY AND THE LAST CRUSADE (ACTION GAME)

Not as good as the adventure, and not a particularly accurate conversion of the movie.

On the title screen, type IEHOVAH and the screen flashes. During the game, press: L — skip levels; 1 and 2 — reach restart points in level. Enter your high-score name as SILLYNAM for infinite lives.

CUT-OUT IN CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



2

5

8

amiga FORCE NITRO



amiga FORCE PINBALL FANTASIES



amiga FORCE PP HAMMER



amiga FORCE PREMIER MANAGER



amiga FORCE ROADBLASTERS



amiga FORCE ROAD RASH



amiga FORCE SILKWORM



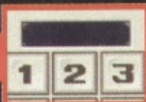
amiga FORCE STREET FIGHTER 2



amiga FORCE STRIDER



CHEAT CARDS



19. NITRO
20. PINBALL FANTASIES
21. PP HAMMER
22. PREMIER MANAGER
23. ROADBLASTERS
24. ROAD RASH
25. SILKWORM
26. STREET FIGHTER 2
27. STRIDER

19 20 21
22 23 24
25 26 27

PP HAMMER (Global)

Here are some level codes for this budget blockbuster:

5 — AWHATGBH	30 — RVJBTFFH
10 — TIWVGWIE	35 — CIBGWVE
15 — ICFJJJEB	40 — RBHGJICB
20 — SSVJECRV	45 — BRAEBIV
25 — DFDGRTUS	50 — JEFHRSDS

PINBALL FANTASIES (21st Century)

If you haven't got the balls, these cheats'll stop you flipping your lid!

Before selecting the number of players, type in: EXTRA BALLS for five instead of three; DIGITAL ILLUSIONS to stop the ball going out of play; EARTHQUAKE to disable tilt; HIGHLANDER for heavier balls; VACUUM CLEANER to clear high scores; FAIR PLAY to disable cheats.

NITRO (Sizzlers)

With up to three players, loads of levels and even night driving, this *Hot Rod*-style overhead racer's surprisingly compelling. Well worth a look on budget. Enter your name as MAJ to get 5,000 fuel units and a whopping 50 credits.

ROAD RASH (Electronic Arts)

Get a kick-start with these pass-codes:

Panda 600 — 00000 00J00 102VS 21JUD
Banzai 750 — 00000 00J01 113BT 22KDP
Kamikaze 750 — 00000 00S20 117H5 33UV1
Ferruci 850 — 00000 01420 019G5 457VO
Diablo 1000 — 00000 01S90 10EGJ 576IK
Shuriken 1000 — 00000 01421 109G5 448VN

ROADBLASTERS (Kixx)

Loads of cheats for this old coin-op conversion:

On the starting line, type LAVILLA STRANGIATO, then:

P — refuel	2 — missiles
S — next stage	3 — shields
X — spins car	4 — nitro
G — end game	0 — remove weapons.
1 — cannons	

PREMIER MANAGER (Gremlin)

Dial the following numbers to maximise relevant skills for positions: 753423 — goalie; 250967 — defender; 000123 — midfielder; 220769 — attacker. Or better still, maximise every player's stats by dialling 781560. This also grants you £20 million, but changes your name to 'ROF Cheat'. Avoid this by starting a four-player game and using the cheat on three of the teams. You can then sell all their players to the fourth (using your own name) at the minimum cost, and sell some of your players to them for £20 million a time! After this, resign from the three 'dummy' teams and you'll have a squad of star players and over £60 million!

STRIDER (Kixx)

A fair conversion of the famous Capcom coin-op. Pause the game and hold down the HELP key, left SHIFT, and 1. Unpause and press 1-5 to jump to that level; F1-F5 to jump to various restart points in the current level.

STREET FIGHTER 2 (US Gold)

If last issue's complete playing guide wasn't enough, this'll make you invincible... Choose a one-player game and, on the character selection screen, put your cursor over Blanka — but don't press fire! Instead type in the letters of PATIENCE, holding each down for a couple of seconds. The border will flash yellow to indicate success. During the game you can press F10 to restore your character's energy to full.

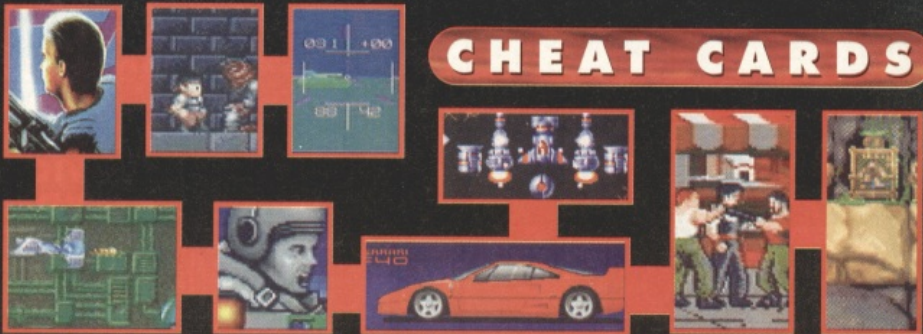
SILKWORM (Trenix)

Another of Ben's Top 20 blasters (see last ish!), this horizontal scroller's one of the best two-player games around. On the control options screen, type SCRAP 28 for infinite jeeps and choppers. During play, press 1-8 to skip to that level.

CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



amiga **FORCE** **SWITCHBLADE**



amiga **FORCE** **TEST DRIVE 2**



amiga **FORCE** **THUNDER BLADE**



amiga **FORCE** **UGH!**



amiga **FORCE** **VIGILANTE**



amiga **FORCE** **VOYAGER**



amiga **FORCE** **XENON 2**



amiga **FORCE** **XYBOTS**



amiga **FORCE** **Z-OUT**



CHEAT CARDS



28. SWITCHBLADE
29. TEST DRIVE 2
30. THUNDER BLADE
31. UGH!
32. VIGILANTE
33. VOYAGER
34. XENON 2
35. XYBOTS
36. Z-OUT

28 29 30
31 32 33
34 35 36

THUNDER BLADE (Kixx)

Fiddly controls mar this creditable conversion of the famous hydraulic coin-op. Love it or hate it, the Amiga version's certainly a lot better value than its expensive console counterparts.

The level codes are: 2 — RECOVERY; 3 — ALOYSIUS; 4 — ANDERSON

TEST DRIVE II (Accolade)

One of the most realistic racers around, outrunning the cops is particularly enjoyable!

During play, type: GASS — jump to gas station with amazing time and score; GASST — jump to gas station with real time; AERF — better acceleration and braking, plus an extra life.

SWITCHBLADE (Kixx)

This labyrinthine arcade adventure is great for mapping, but eventually gets repetitive. Enter your name in the high-score table as POOKY. During play, press 1-5 to skip to that level.

VOYAGER (Hit Squad)

A solid 3-D blaster/exploration game that was slightly overrated at the time, but still pretty playable and good value on budget.

On the options screen, type WHEN THE SWEET SHOWERS OF APRIL FALL and a cheat menu should appear.

VIGILANTE (Kixx)

An accurate enough conversion of the mediocre coin-op beat-'em-up. Knock 'em dead with this cheat: Enter your name in the high-score table as GREEN CRYSTAL. During play, you can now press F1 repeatedly to add lives, and F8 to skip levels.

UGH! (Play Byt)

Yabba, dabba, doo! Yet more level codes for this corking caveman-cabbie game:

40 — WALLYWIGGIN	65 — KENDOVE
45 — POLLYTHEEXPARROT	66 — TIDDLES
50 — STILLNOTGOODENOUGH	67 — THE NAKEDANT
55 — HELLOSAILOR	68 — KENSHABBY
60 — CHANNELJUMP	69 — ALBATROSS

Z-OUT (Kixx)

Better than its predecessor X-Out, this is an enjoyable two-player blast, though the power-ups are a bit puny in this mode. During play, hold down J and press 1-8 to jump to that level. Hold down J and K for infinite lives.

XYBOTS (Respawn)

Good conversion of one of the best two-player coin-ops around, featuring neat 3-D shoot-outs in maze-like levels.

Enter your name in the high-score table as ALF. On your next game, you'll have infinite lives.

XENON 2 (Imageworks/Renegade)

The classic shoot-'em-up (featured in Ben The Boffin's Top 20 blasters, last ish) is shortly to appear on the Bitmap Bros Vol 2 compilation.

Pause the game and type RUSSIAN AIR. Unpause and press N to skip levels.

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LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two classy sequels, this is the two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.

LOTUS ESPRIT
TURBO
CHALLENGE



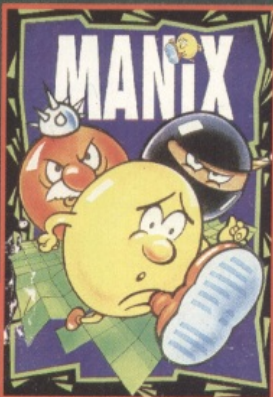
THREEBIES!

SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking baddies galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as unlit removes the risk of backtracking in the extensive underground levels.

MANIX

■ A souped-up variation of the classic *Q-Bert* coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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NEXT MONTH

The case put forward by the prosecution was as watertight as it could have been. Standing in the dock, Geoffrey began to sweat — surely they couldn't pin THAT on him? After all, the punishment involved was universally regarded as a nasty affair, and all he'd done was go into the newsagent. With the benefit of hindsight, our condemned friend began to rue the day he ever decided to waste four pounds of his hard-earned cash.

Before him on a table near the jury lay the evidence: **AMIGA FORCE** in all its resplendent glory and, alongside it, a 'lesser' magazine with cheap plastic lumps affixed to the cover. He knew his crime; how could he not? He'd bought an altogether feeble excuse of a read at a high price because of two disks that he'd probably load once, then chuck in a cupboard. Why hadn't he bought **AMIGA FORCE**? After all it was a far better magazine than its competitors, and with a mere £1.95 retail cost it meant he'd have more money towards the software he read about.

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COMING NEXT MONTH!

In the end, the verdict was a unanimous 'Guilty', and poor old Geoff had his Amiga impounded and replaced with a 16K Spectrum. Afterwards, as he cried onto his now-redundant mouse mat, he promised himself and the world at large that from that day, he'd buy **AMIGA FORCE**, and **AMIGA FORCE** alone...

Sad story? You bet, but it doesn't have to happen again. You can join the Force crew every month in Britain's brightest and most exciting Amiga magazine. For example, next month we'll have a roundup of

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■ We don't rave over every new release, you know! But you can bet your last red cent that whatever we DO pick is worth the spondoolies!



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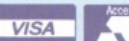
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